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F.E.A.R. 3 Official Strategy Guide
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F.E.A.R.

COVERS PLAYSTATION®3
COMPUTER ENTERTAINMENT
SYSTEM, XBOX 360®, & PC

DAY:1:STUDIOS™

By Doug Walsh

F.E.A.R. OFFICIAL STRATEGY GUIDE

By Doug Walsh

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THE STORY

NINE MONTHS AGO, POINT MAN AND HIS F.E.A.R. SQUAD WERE TAPPED TO STOP AN UNKNOWN MAN, PAXTON FETTEL, WHO HAD COMMANDEERED A SECRET BATTALION OF TELEPATHICALLY-CONTROLLED SUPERSOLDIERS AT THE ARMACHAM RESEARCH FACILITY IN THE NORTHWESTERN US CITY OF FAIRPORT. THE FURTHER POINT MAN DELVED INTO STOPPING PAXTON THE MORE HE LEARNED OF THE CHILD-LIKE APPARITION STALKING HIM, ALMA WADE, AND HIS HIDDEN PAST. IT TURNED OUT IN FACT, THE VERY PERSON HE WAS WORKING TO DESTROY WAS HIS TELEPATHIC, CANNIBALISTIC BROTHER, PAXTON FETTEL, AND THE FEARSOME CHILD WAS HIS TORTURED AND PSYCHICALLY POWERFUL MOTHER, ALL THREE OF THEM PRODUCTS OF ARMACHAM'S PERVERSE PARANORMAL EXPERIMENTS. DESPITE THIS REVELATION, POINT MAN MOVED FORWARD WITH THE STANDING F.E.A.R. TEAM AND KILLED PAXTON WHEN THE OPPORTUNITY PRESENTED ITSELF WITHOUT QUESTIONING HIS ORDERS. UPON DISCOVERED THE WITHERED BODY HIS MOTHER, ALMA WAS FULLY RELEASED FROM HER CONTAINMENT FACILITY. THE ENSUING CHAOS RESULTED IN A BLAST MEANT TO CONTAIN ALMA BUT ONLY ACCOMPLISHED RAVAGING THE CITY, ITS INHABITANTS, AND ALMOST ALL OF POINT MAN'S SQUAD MATES.

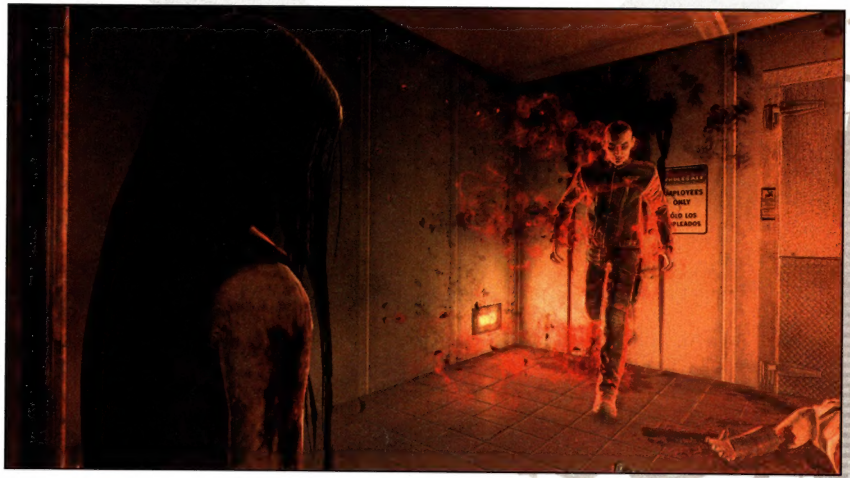
IMMEDIATELY FOLLOWING THE BLAST, ALMA MANAGES TO DO THE UNTHINKABLE. SHE FORCES HERSELF UPON SERGEANT MICHAEL BECKET AND SUCCEEDS IN BECOMING PREGNANT. FOLLOWING THIS, ALMA'S PSYCHIC INFLUENCE AND PARANORMAL POWER ARE GROWING AND SPILLING INTO REALITY. ARMACHAM'S SECURITY FORCE HAVE ONE GOAL AND THAT IS TO KILL ANYTHING THAT WILL REVEAL THEIR DARK AND TWISTED EXPERIMENTS, INCLUDING THEIR VIOLENT FOCUS ON ELIMINATING ALL WITNESSES WITHIN THE CITY AND THE REMAINING F.E.A.R. SQUAD.

NINE MONTHS LATER, AN IMPORTANT AMOUNT OF TIME WHEN PREGNANCY IS CONCERNED, ALMA WANTS HER CHILDREN AT HER SIDE. WITH THE CHAIN OF COMMAND BROKEN AND POINT MAN CALLING HIS OWN SHOTS, WHERE WILL HIS ALLEGIANCE LIE? WITH HIS BROTHER PAXTON FETTEL, BACK FROM THE DEAD, ARRIVING WITH AN UNCLEAR AGENDA, AND PSYCHICALLY BOUND TO POINT MAN'S SIDE? WITH HIS PREGNANT MOTHER ALMA AND HER HORRIFICALLY TWISTED, YET IMMENSELY POWERFUL PARANORMAL EXISTENCE? OR WITH HIS REMAINING F.E.A.R. SQUAD BRETHREN WHO ARE HELL BENT ON SAVING THE WORLD, BUT AT THE COST OF DESTROYING THE ONLY BLOOD TIES POINT MAN HAS EVER HAD?

ABOUT THIS GUIDE

F.E.A.R. 3 picks up the story of Point Man in a cell at a makeshift Armacham holding facility. His brother Fettel—his spirit, at least—is standing by, ready to aid in his escape. And so it begins, a pair of brothers working together but with potentially different motives. Only those who complete the campaign with each brother separately will ever learn the true outcome of the horrifying sequence of events that have befallen Fairport.

This installment of the popular *F.E.A.R.* series includes cooperative play and also introduces an entertaining and compelling scoring system that awards players for their skillful use of the brother's abilities, weapons, and expertise in combat situations. The campaign walkthrough has been tailored not only to help guide players through each story interval as either character (or while playing the brothers cooperatively), but to maximize their score in the process. In addition to proven campaign strategies for both Point Man and Fettel, this strategy guide also includes a detailed breakdown of the Ranks and Challenge system, enemy-specific strategies, weapon analysis, and tips for unlocking every Achievement and Trophy. *F.E.A.R. 3* also includes one of the most unique collections of multiplayer modes ever seen in the first-person shooter genre. The comprehensive multiplayer coverage includes strategies and maps for all twelve scenarios to help you dominate the competition and lead your team to victory!



CHARACTERS

NINE MONTHS HAVE PASSED:

NINE MONTHS SINCE POINT MAN KILLED HIS BROTHER PAXTON FETTEL.

NINE MONTHS SINCE A MASSIVE EXPLOSION WAS DETONATED WITHIN FAIRPORT IN AN ATTEMPT TO CONTAIN THE VIOLENT, PSYCHIC SPIRIT ALMA WADE.

NINE MONTHS SINCE ALMA FORCED SERGEANT MICHAEL BECKET TO IMPREGNATE HER.

FETTEL HAS REAPPEARED AT POINT MAN'S SIDE, PSYCHICALLY BOUND TO HIS BROTHER BY THEIR MOTHER ALMA. JIN SUN-KWON, ONE OF THE ONLY SURVIVING MEMBERS OF POINT MAN'S F.E.A.R. SQUAD, REQUIRES HIS HELP IN FAIRPORT. ARMACHAM STRUGGLES TO CLEAN UP THE MESS THEY HAVE CREATED BY ANY MEANS NECESSARY. THE CRAZED CITIZENS OF FAIRPORT, DEMENTED SURVIVORS EXPOSED TO ALMA'S NIGHTMARISH INFLUENCE, ARE PREPARING FOR ARMAGEDDON.

ALMA IS CALLING HER CHILDREN TO HER SIDE.

POINT MAN AND FETTEL ARE BOUND BY THEIR UNEASY ALLIANCE.

ALMA IS ABOUT TO GIVE BIRTH.

BROTHERS UNITED

POINT MAN

Point Man is the original prototype of a secret experiment run by Armacham Technology Corporation (ATC) to create powerful telepaths with the ability to control an army of super soldiers. He was strategically incubated in the womb of a paranormally gifted and scientifically tormented Alma Wade—Harlan Wade's daughter and personal donation to science.

Harlan wanted the original prototype to be completely malleable to the needs of the project, so he was assigned only a secret name that very few know. For his purposes of his later assignment with the clandestine, government funded First Encounter Assault Recon (F.E.A.R.) team, he was given the moniker "Point Man" so at least his teammates would have something to call him.

As an elite soldier with reflexes well beyond the human norm, Point Man was recruited into F.E.A.R. and adopted his squad mates as his makeshift family. His extensive military training in tactics, problem solving, hand-to-hand combat and super-human speed make him a key member of the team.

During his first mission, Point Man strictly followed orders that resulted in him putting a bullet in the head of Paxton Fettel, his biological brother, and setting off an explosion to destroy Alma that killed thousands of innocent civilians, including his F.E.A.R. squad mates.

With the chain of command broken and Point Man calling his own shots, where will his allegiance lie? Will it be with Paxton Fettel, back from the dead with an unclear agenda and bound to Point Man's side, Alma and her and horrifically twisted, yet immensely powerful paranormal existence, or his remaining F.E.A.R. squad brethren who are hell bent on saving the world at the cost of destroying the only blood ties Point Man has ever had.

PAXTON FETTEL

Paxton Fettel is the second prototype of the secret experiment run by ATC. He was scientifically created as Harlan Wade's insurance plan in case his older brother, original Prototype Point Man, didn't perform as planned. Fettel grew up under constant testing and monitoring, to eventually be able to telepathically control an army of clone soldiers.

Fettel transformed from a prized weapon to a homicidal cannibal as a result of his synchronicity with Alma where she was able to transmit commands to Fettel through a merging of the consciousness. He seized telepathic control of the clone army built to do Armacham's bidding and killed anyone and anything that got in the way of reconnecting with his captive mother. During the rampage, he faced Point Man, who killed him with a bullet to his head.

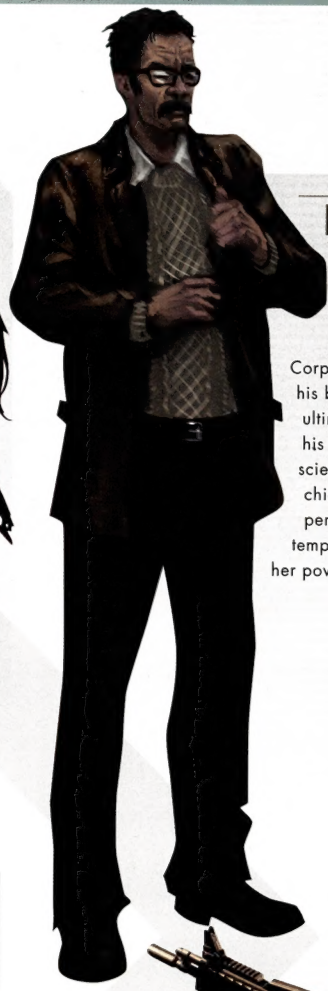
Fettel's psychic powers overrode his corporeal fate and now Fettel's spirit is bound to Point Man, haunting and taunting him with an unclear agenda.

SUPPORTING CAST

ALMA WADE

Alma Wade has been psychically-gifted ever since she was a little girl. Inducted into the ATC's Project Paragon at the age of three, she was forced to endure constant psychic testing by an army of scientists lead by her father, Harlan Wade. Rebelling against this treatment, Alma began to psychically torture the program's scientists and was moved to Project Origin at the age of seven in order to continue testing, and to ready her for adolescence.

Alma was put in an induced coma at the age of eight and locked in a specially-crafted vault within the Origin Facility that blocked her psychic powers. As a teenager, Alma was impregnated and gave birth to the brothers who would become Point Man and Fettel. Alma used her psychic powers to merge her mind with Fettel's when he was just 10 years old, ultimately forcing Armacham to shut down the Project Origin program. Alma was reported dead at the age of 26.



HARLAN WADE

Harlan Wade was the father of Alma Wade and long-time scientist, employed by the Armacham Technology Corporation. Project Origin was his brainchild and though it would ultimately destroy both himself and his daughter, he was a devoted scientist fascinated by Alma's psychic powers. Harlan was the only person who could control Alma's temper, but even he couldn't resist her powers in the end.

JIN SUN-KWON

Jin is a technical officer and member of the same F.E.A.R. team as Point Man, with whom she develops a strong professional bond. Jin worked closely with Point Man prior to the explosive event at Fairport, at which point they were separated.

MICHAEL BECKET

Becket was an outstanding special-operative of the Delta Force with incredible physical and psychic prowess. He underwent a series of surgeries that not only enhanced his reflexes, but increases his sensitivity to Alma's presence. Beckett becomes the target of Alma's affection while attempting to apprehend Armacham president Genevieve Aristide and is ultimately cornered. Alma uses her powers to trick Beckett into impregnating her.

COMBAT BASICS

THE FOLLOWING PAGES SERVE TO COMPLEMENT AND EXPAND ON THE INFORMATION PROVIDED IN THE USER'S MANUAL INCLUDED WITH YOUR COPY OF ***F.E.A.R. 3.***

GETTING STARTED

CONTROLS

F.E.A.R. 3 blends the style and controls of a tactical first-person shooter with advanced telepathic abilities to give players an experience unlike any other. The addition of hulking mechanical Power Armor further distinguishes the game—and its set of controls—from others in the genre. On-screen button prompts provide helpful reminders for some of the more interactive elements of the game, but here's a complete listing of the controls for both Point Man and Fettel, as well as the Power Armor.

POINT MAN CONTROLS

Action	Xbox 360	PS3	PC
Move	Left Stick	Left Stick	W,A,S,D
Sprint	Left Stick Click	L3	Left Alt
Look	Right Stick	Right Stick	Mouse
Melee	Right Stick Click	R3	F
Switch Weapon	LB	L1	Mouse Wheel
Grenade (hold to "cook")	RB	R1	Right Mouse Button
Aim Mode	LT	L2	Shift
Fire Weapon	RT	R2	Left Mouse Button
Toggle Slow-Mo	Y	Triangle	Left Ctrl
Jump	A	X	Space
Cover-Swap, Vault Over Cover (when prompt appears)	Left Stick + A	Left Stick + X	W/A/D + Space
Reload/Swap Weapon/ Revive Partner	X	Square	R
Crouch	B	Circle	C
Enter Active Cover / Vault Reverse (during vault)	B	Circle	C
Toggle Flashlight	D-Pad Up	D-Pad Up	X
Previous Grenade Type	D-Pad Left	D-Pad Left	V
Next Grenade Type	D-Pad Right	D-Pad Right	G
Challenge Update	Back Button	Select Button	Tab
Pause	Start Button	Start Button	Esc

FETTEL CONTROLS

Action	Xbox 360	PS3	PC
Move	Left Stick	Left Stick	W,A,S,D
Sprint	Left Stick Click	L3	Left Alt
Look	Right Stick	Right Stick	Mouse
Melee	Right Stick Click	R3	F
Throw Suspended Object	RB	R1	G
Suspend Enemy or Object	LT	L2	Right Mouse Button
Stun Blast	RT	R2	Left Mouse Button
Possess Suspended Body	Y	Triangle	Left Ctrl

Action	Xbox 360	PS3	PC
"Burn Out" of Possessed Body	Y (hold)	Triangle (hold)	Left Ctrl (hold)
Jump	A	X	Space
Cover-Swap, Vault Over Cover (when prompt appears)	Left Stick + A	Left Stick + X	W/A/D + Space
Revive Partner	X	Square	R
Crouch	B	Circle	C
Enter Active Cover / Vault Reverse (during vault)	B	Circle	C
Challenge Update	Back Button	Select Button	Tab
Pause	Start Button	Start Button	Esc

POSSESSION CONTROLS

Fettel can utilize only traditional weaponry while possessing another human enemy. Fettel can take possession of all manner of Armacham Soldiers and Cultists, even Phase Commanders! Fettel's controls mimic those of Point Man when he's in possession of an enemy body (minus the ability to toggle Slow-Mo).

POWER ARMOR CONTROLS

Action	Xbox 360	PS3	PC
Move	Left Stick	Left Stick	W,A,S,D
Sprint	Left Stick Click	L3	Left Alt
Look	Right Stick	Right Stick	Mouse
Melee	Right Stick Click	R3	F
Zoom	LT	L2	Shift
Laser Beam	RB (hold)	R1 (hold)	Right Mouse Button (hold)
Fire Explosive Rounds	RT	R2	Left Mouse Button
Melee Pound	A	X	Space
Exit Power Armor	X	Square	R
Challenge Update	Back Button	Select Button	Tab
Pause	Start Button	Start Button	Esc

ENHANCED POWER ARMOR CONTROLS

Action	Xbox 360	PS3	PC
Move	Left Stick	Left Stick	W,A,S,D
Look	Right Stick	Right Stick	Mouse
Melee	Right Stick Click	R3	F
Zoom	LT	L2	Shift
Fire Missiles	RB (hold)	R1 (hold)	Right Mouse Button (hold)
Fire Mounted Guns	RT	R2	Left Mouse Button
Toggle Shields	LB	L1	Tab
Melee Pound	A	X	Space
Exit Power Armor	X	Square	R
Challenge Update	Back Button	Select Button	Tab
Pause	Start Button	Start Button	Esc

POWER ARMOR VS. ENHANCED POWER ARMOR

Aside from being much larger, having a greater supply of hit points, and missiles that lock-on to targets the Enhanced Power Armor (EPA) has active shielding that you can toggle on and off to reduce the damage absorbed by enemy attacks. The limitation in this is that the missiles cannot be launched while shields are active.

The Power Armor does have one key advantage over the larger, more powerful EPA. The Power Armor's sprint ability allows it to effectively dodge incoming missiles and move swiftly into cover, thereby making it possible to out-maneuver the larger slower EPA.

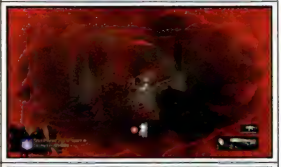
GAME MODE OVERVIEW

F.E.A.R. 3 contains both Campaign and Multiplayer modes, neither of which you have to play alone (though you can if you want). Better still, the scores you earn through both modes contribute to your career Rank, granting you access to powerful perks that enhance your abilities in both the Campaign and Multiplayer. Each of these aspects of the game are discussed in greater detail throughout the book.

Campaign	Can be played solo or in co-op (split-screen or online). The campaign consists of eight story intervals, each of which can be played by both Point Man and Fettel. Players must play through an interval once with Point Man before it can be played as Fettel. Play through all eight intervals with each brother to reveal the complete story and bear witness to both endings.
Co-Op Campaign	The brothers each have special telepathic powers that can be used in unison. Work together to complete scoring Challenges that are otherwise impossible while playing alone. Share (or steal) Psychic Links and battle through the remains of Fairport City together, as family.
Multiplayer	Multiplayer mode can accommodate up four players working as either as a team (Contractions, F**king Run) or as competitors (Soul King, Soul Survivor). Rather than have a list of modes and maps, the multiplayer portion of *F.E.A.R. 3* features a set of 12 unique scenarios. Each scenarios features a unique map designed specifically for one particular game mode. Use the Solo Practice mode get a feel for each of the scenarios before jumping online with others. Note that Soul Survivor cannot be experienced in full in solo mode.
Scoring/ Rank	*F.E.A.R. 3* features a unique scoring system that rewards players for their skill in combat with the opportunity to earn higher ranks and unlock perks and abilities. There are 21 ranks in total, primarily earned through the completion of 75 unique Challenges. Each rank provides the player's character with a small combat boost. Perks range from increased health regeneration to a larger Slow-Mo Meter to increased grenade capacity. Consult the "Ranks & Challenges" chapter in this book for complete details and tips.

HEALTH AND DEATH

Regardless which mode you're playing, *F.E.A.R. 3* is a kill-or-be-killed action game featuring intense firefights against enemies both human and otherwise. Pay close attention to the damage indicators that appear on screen. Though there are no health meters in this game, there are ample visual cues to let you know when your character is being hit, and when he's close to dying.

Damage Indicator	The red semi-circles that appear on-screen are your cue that you've been attacked. The size and position of the damage arc indicate the extent of the hit and from what direction. Arcs appearing above the reticle indicate a hit from the front whereas those on the side or bottom indicate that the character has been attacked from the side or behind, respectively.	
Health Alert	The sides of the screen darken with blood as the character you're controlling takes more and more damage. As the character gets closer to dying, the red gets darker and spreads further into the center of *the screen.* This is your cue to take cover immediately, else suffer the consequences.	
Checkpoints	*Unless you're* playing cooperatively with a friend, being downed means you must either restart the interval or continue from a previous checkpoint. Checkpoints are located throughout each interval and automatically save your progress. Using a checkpoint precludes you from earning a "Clean Run" bonus at the end of the interval, but it also eliminates the need to start over from the beginning.	

LEGEND FOR WALKTHROUGH MAPS

In the following pages for the walkthrough, you will encounter a number of icons on the maps. The table below explains what each icon represents.

Icon	Meaning
S	Start Point in area
E	End Point in area

Icon	Meaning
POI	Point of Interest
PL	Possible Psychic Link Location

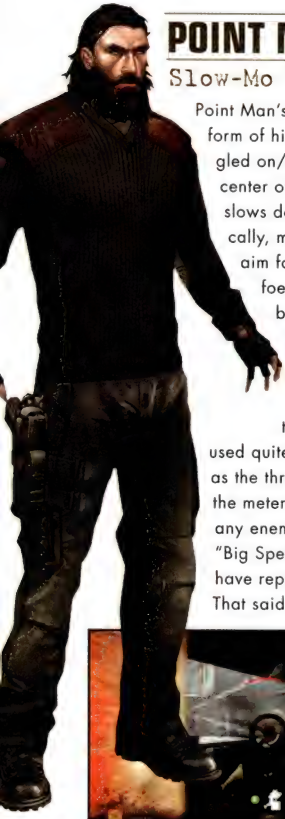
Icon	Meaning
	Possible Alma Doll Location

VARIATIONS IN EACH INTERVAL

A unique feature of F.E.A.R 3 is that many horror and combat events in the intervals have some variation to them. Portions of each level are built in a dynamic way, leaving you guessing how exactly the interval will play out. In combat, this means there are several types of enemies which may appear and their spawn points are randomized. The horrific visions that torment you as you traverse each level change as well. A few of these variations are called out throughout the walkthrough, but there are more for you to experience on your own!

THE BROTHERS' POWERS

The key to succeeding against Armacham's deadly forces lies in knowing how to maximize each of the brother's special abilities.



POINT MAN

Slow-Mo

Point Man's incredible reflexes are on display in the form of his Slow-Mo ability. Slow-Mo can be toggled on/off at any time the Slow-Mo Meter in the center of the screen isn't empty or red. Slow-Mo slows down all of the on-screen action dramatically, making it far easier to react to enemies, aim for their heads, and quickly kill multiple foes. Point Man is slowed during Slow-Mo, but his aim speed is not. Furthermore, several of the weapons at his disposal are also unaffected by Slow-Mo.

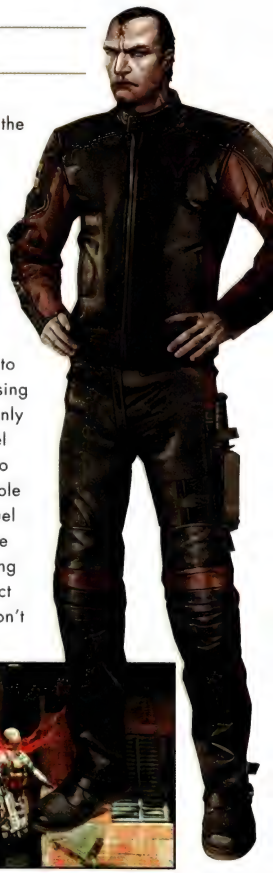
The key to using Slow-Mo effectively is to use it whenever you need it—it can be used quite frequently—but to toggle it off as soon as the threat has been neutralized. Don't allow the meter to drain all the way down if there aren't any enemies in the area (unless your goal is the "Big Spender" challenge points), as it may not have replenished before the next time you need it. That said, the Slow-Mo Meter refills automatically and doesn't need to be recharged fully in order to be used. Take cover while you wait for the meter to recharge.

FETTEL

Suspend & Fettel Blast

Being dead, Fettel doesn't have access to the same traditional weaponry that Point Man does, but that doesn't mean he can't hold his own in a fight. Fettel has the ability to hurl powerful stunning projectiles at enemies up to any distance away. Simply aim the reticle at them and press the Fire Weapon button to launch a Fettel Blast attack from his right hand.

Fettel can also use his telekinetic powers to suspend an enemy or object in the air. Using the suspend ability against enemies not only makes them easier to target with the Fettel Blast, but it keeps them from being able to counterattack or run away. It's also possible to suspend an explosive item such as a fuel drum, fire extinguisher, or even a grenade pick-up and hurl it at an enemy by pressing the Throw Grenade button while the object is suspended. Suspend and Fettel Blast don't rely on a meter, but they cannot be used indefinitely without Fettel needing to "shake out" his hands and take a slight pause.



Possession

As impressive as those abilities are, Fettel's main skill is his ability to take possession of an enemy body. Simply target an enemy with the suspend ability and press the Possession button when the prompt appears. This allows Fettel to take control of the enemy, to use their weaponry, and even to pick up other weapons just like Point Man would do. Fettel can take possession of every enemy type with the exception being Scavengers and the Creep, though some can only be possessed after being sufficiently weakened.

The lower quarter of the Possession Meter in the center of the screen must be full in order to take possession of an enemy. The meter slowly drains as the possession continues and Fettel will be expelled from the body when the Possession Meter runs out. If the possessed body takes too much damage, Fettel is kicked out and the Possession Meter is emptied. Though the meter recharges naturally over time when Fettel is not in possession of an enemy, he can also refill the meter during a possession. Every enemy Fettel kills yields a soul orb. Collect these soul orbs during a possession to replenish the meter and prolong the stay inside the enemy body. A possession can be ended at any time by holding the Possession button to "burn out" of the body. This effectively causes the enemy to commit suicide.

COMBAT ESSENTIALS

Though much of the action in *F.E.A.R. 3* continues to revolve around gunplay—it is a first person shooter after all—this isn't to say that close-quarter combat has no role in the game. Being able to fight at close range and utilize cover effectively are two of the hallmarks to success at *F.E.A.R.*, particularly on higher difficulty settings.

ACTIVE COVER

The Active Cover system makes it possible to maintain full control over your character while he's behind cover. Knowing how to utilize the environment effectively for protection is one of the most important skills to learn. Though it is possible to stand behind a column for protection or to crouch behind a car, doing so limits your options and merely provides a barrier between your character and the attacker. Active Cover, on the other hand, allows you to interact with the piece of cover, move alongside it, lean around or over it, and even quickly vault over or it or "cover-swap" to an adjacent piece of cover.

Approach a piece of cover (any solid object) and press the Active Cover button to move against it. Now you can use the movement controls to lean and aim around the side or over the piece of cover while keeping the majority of the character's body safely concealed from enemy fire. Keep in mind that some objects are not bulletproof. Orange security barriers, pieces of furniture, and flimsy wooden constructs will not hold up to much gunfire.

It's possible to vault over smaller cover to charge ahead towards an enemy or to advance quickly to another piece of cover (push against it and press the Jump button when prompted). This can be reversed mid-vault with a press of the Cover button. It's also possible to perform a cover-swap between two adjacent pieces of cover straddling a gap. This is effective for moving between different sides of a doorway or opening between two parallel columns. Push the movement controls in the direction of the other piece of cover an press the Jump button when prompted. Both Point Man and Fettel (and Fettel's possessions) can perform these maneuvers.

CLOSE QUARTERS COMBAT

Both Point Man and Fettel have an array of hand-to-hand melee attacks that can be performed when engaging an enemy at close range. Note that the Slide Kick and Jump Kick only become available after earning the first ranking promotion (likely to occur halfway through the first interval).

Point Man's Melee Attacks

- **BASIC MELEE SLASHING ATTACK WITH A KNIFE. PRESS THE MELEE BUTTON AT CLOSE RANGE.**
- **BACK-STABBING STEALTH KILL. PRESS THE MELEE BUTTON WHILE SNEAKING UP BEHIND AN ENEMY.**
- **PERFORM A SLIDE KICK BY SPRINTING TOWARDS AN ENEMY AND PRESSING THE MELEE BUTTON.**
- **PERFORM A JUMP KICK BY PRESSING THE JUMP BUTTON FOLLOWED BY THE MELEE BUTTON WHILE POINT MAN IS IN THE AIR.**

Fettel's Melee Attacks

- **PRESS THE MELEE BUTTON TO DELIVER A BONE-JARRING STIFF-ARM ATTACK.**
- **CRUSH THE ENEMY'S HEAD BY PRESSING THE MELEE BUTTON WHILE THEIR BACK IS TURNED. THIS IS NOT NECESSARILY A STEALTH KILL, HOWEVER.**
- **CAUSE AN ENEMY TO EXPLODE INTO A MILLION BLOODY PIECES BY PRESSING THE MELEE BUTTON WHILE SUSPENDING THEM AT CLOSE RANGE.**
- **PERFORM A POWERFUL CONCUSSION BLAST BY PRESSING THE MELEE BUTTON WHILE YOUR CO-OP PARTNER HAS ACTIVATED SLOW-MO AS POINT MAN.**

THE ARSENAL

Point Man, the Armacham forces, and subsequently the enemies Fettel possesses all have access to a powerful arsenal of weaponry that can be used to complement one another in a host of situations. Though only two weapons can be carried at any one time, it's possible to quickly cycle between the weapons and even swap the equipped one with a weapon on the ground. Ammunition is hardly a problem in *F.E.A.R. 3*, as there is an abundance of ammo crates and discarded weapons littering the landscape after every battle. This isn't to say you won't run out of ammo for the most powerful weapons, but there's always another weapon to pick up. Just look where the body of your victim lies.

DAMAGE MODIFIERS

Weapon	Headshot	Body[1]	Below Knee
Strader Mk. VII	2.525x	1.0x	.9x
Briggs SMG	3.0x	1.0x	.9x
Rakow A3A3 AR	3.0x	1.0x	.9x
MP-970	1.5x	1.0x	.9x
Vollmer EL-10 CAS	1.0x	1.0x	.9x
Schuller LDR50	2.0x	1.0x	.9x
S-HV Penetrator	5.0x	1.0x	.9x
Armacham Goliath	1.0x	1.0x	.9x
Type 13 Arc Beam	1.0x	1.0x	.9x

[1]*Body include torso, thighs, arms, hands, and pelvis.*

WEAPON RANGE & DAMAGE

Most of the weapons detailed on the following pages have two numbers for their effective range and damage. The effective range values represent the optimum distance for using the weapon, but these weapons are still effective outside of this range. The weapons inflict maximum damage (the first damage value) up to the first range value then exhibit a gradual drop-off between the first and second range values to the lesser damage rating. This lesser damage rating is static beyond maximum effective range.

CO-OP CAMPAIGN

You've played as Point Man and Fettel, now it's time to see the brothers in action together! Join a friend either in split-screen or connect online and battle the Armacham forces as a team. Playing each of the campaign intervals in co-op can be fun, but you must first understand the basics.

GAMEPLAY CHANGES

- **THE DIFFICULTY OF SOME OF THE ENEMY ENCOUNTERS HAS BEEN INCREASED TO ACCOUNT FOR THE PRESENCE OF TWO HUMAN PROTAGONISTS. EXPECT TO ENCOUNTER ADDITIONAL ENEMIES AND FOR MORE POWERFUL ENEMIES OCCASIONALLY TO REPLACE LESSER FOES.**
- **ENEMIES DROP FEWER GRENADES UPON BEING KILLED AND THERE WILL NOT BE AS MUCH AMMUNITION AVAILABLE. THIS FORCES THE PLAYER CONTROLLING FETTEL TO RELY ON FETTEL BLAST ATTACK TO KILL ENEMIES SO POINT MAN CAN COLLECT THE AMMO.**
- **ENEMIES THROW GRENADES AT A HIGHER FREQUENCY DURING CO-OP PLAY. THIS MAKES IT VERY IMPORTANT THAT THE BROTHERS NOT TAKE COVER IN CLOSE PROXIMITY TO ONE ANOTHER. SPREAD OUT TO AVOID BEING DOWNED SIMULTANEOUSLY BY A SINGLE ATTACK.**
- **ENEMIES INFLICT MORE DAMAGE DURING CO-OP PLAY. AGAIN, THIS IS TO ACCOUNT FOR THE SECOND HUMAN PLAYER. WHAT THIS MEANS IS THAT EVEN EVERY BULLET FIRED BY ARMACHAM FORCES WILL INFLICT MORE DAMAGE, REGARDLESS OF THE TYPE OF ENEMY WIELDING THE WEAPON.**
- **PYSHIC LINKS PRESENT AN INTERESTING FOCUS POINT DURING CO-OP, AS THE BROTHERS CAN SIMULTANEOUSLY "SHARE" A PSYCHIC LINK FOR POINTS OR THEY CAN "STEAL" THEM FROM ONE ANOTHER BY SEEKING THEM INDIVIDUALLY IN ATTEMPT TO HOARD THE POINTS.**

GENERAL CO-OP TACTICS

In addition to being immensely powerful on their own, there are certain special abilities that can only be performed when the brothers are together. It's one thing to run-and-gun and compete with one another for score, but if you plan to survive the higher difficulties on Co-Op, you must work together towards a common goal.

Lift and Isolate	Use Fettel's suspension ability to stop enemies in their tracks or to lift them out of cover so Point Man has a clear shot. This is useful against powerful enemies like Phase Casters and Heavy Riot Soldiers, as well as entrenched foes hunkering down behind cover.
Sibling Crossfire	Target a distant enemy with Fettel's possession ability to quickly advance to the far end of the combat space. Use the possessed enemy's weapons to fire from behind enemy lines, thus capturing the main enemy force in a deadly crossfire.
Slow-Mo Super Punch	Point Man's Slow-Mo ability can be used to exacerbate the power of Fettel's melee attack. Coordinate with one another so as to move Fettel towards a group of enemies then activate Slow-Mo. This should slow the *enemies down* enough to help keep Fettel safe while he performs his melee attack. The resulting shockwave can obliterate multiple enemies within several steps of Fettel.
Share Your Toys	It's easy for big brother to go on a killing streak and forget to leave Fettel with an enemy to possess. Remember that Fettel needs to take possession of a body in order to pilot a Power Armor or Enhanced Power Armor. Though Fettel could potentially follow along on-foot, this is a dangerous idea, as it forces Point Man to exit the safety of his Power Armor whenever Fettel needs to be revived.

STRADER MK. VII

The pistol is a useful weapon against Grunts and Light Shotgun Soldiers, as it can drop them each with a single bullet to the head. While its clip size is fairly limited, it has a fast reload rate and can be fired moderately fast. Perhaps its greatest asset, however, is that its rate of fire is not slowed during Slow-Mo.

PISTOL

EFFECTIVE RANGE	12.5-17.5 METERS
DAMAGE	40-30
CLIP SIZE	12

BRIGGS SMG

SUB MACHINE GUN

EFFECTIVE RANGE	20-30 METERS
DAMAGE	20-16.7
CLIP SIZE	35

The Briggs SMG is a fully-automatic sub machine gun in the classic sense. It has a satisfactory magazine size and reload speed and is quite stable while firing. The Briggs SMG is a potent weapon early in the game, and delivers lethal damage to Grunts, Light Shotgun Soldiers, and Cultists. You'll never be far from ammo for the Briggs SMG.

RAKOW G3A3 AR

This assault rifle is likely to become your preferred weapon of all the traditional ballistic style firearms. Its red-dot sight tracks enemy movement while zoomed, ensuring an accurate shot and its three-round burst has the ability to decapitate enemies. The assault rifle is extremely useful against Heavy Soldiers of all types and can even be used with success against Snipers. Though it can't fire in fully-automatic mode, the three-round burst effectively limits recoil and wasted ammunition.

ASSAULT RIFLE

EFFECTIVE RANGE	20-30 METERS
DAMAGE	35-28
CLIP SIZE	24

MP-970

DUAL MACHINE PISTOLS

EFFECTIVE RANGE	10-15 METERS
DAMAGE	18-9
CLIP SIZE	70 (35X2)

The MP-970 is only ever encountered in pairs and is not only an effective weapon for dual-wielding, but it is quite fun to use. These machine pistols pack the highest rate of fire of any weapon available and can burn through ammunition with ease. Squeezing the trigger automatically causes both guns to fire, thus expending a considerable amount of ammo. The machine pistols are a fine alternative to the shotgun when engaging Cultists and Scavengers.

VOLLMER EL-10 CAS

SHOTGUN

EFFECTIVE RANGE	12 METERS
DAMAGE	17X10 PELLETS
CLIP SIZE	12

The shotgun is another valuable weapon, particularly when engaging Cultists and Scavengers at close range. The shotgun can fire a dozen shells at a high rate of fire, though the reload speed is slower than some of the other weapons. In addition to being able to vaporize enemies at close range, the Vollmer EL-10 CAS, like the pistol, is not slowed when Slow-Mo is active.

SCHULLER LDR50

The enhanced optical lens of the sniper rifle allows precision zooming for deadly accuracy at considerable distance. Though the sniper rifle has a small clip size, a slow rate of fire, and even a slower reload time, its incredible power and accuracy enables it to decapitate nearly any enemy with a single head-shot from long range. The sniper rifle can even kill Grunts and Light Shotgun Soldiers with a single bullet to the body. Ammo is scarce so aim carefully and always use Slow-Mo.

SNIPER RIFLE

EFFECTIVE RANGE	100 METERS
DAMAGE	135 (NO DROP-OFF)
CLIP SIZE	5

S-HV PENETRATOR

PENETRATOR

EFFECTIVE RANGE	20-30 METERS
DAMAGE	51-40
CLIP SIZE	18

The Penetrator fires nail-like projectiles at full-automatic speed with perfect accuracy when holding the Look-Aim button. The Penetrator is the weapon of choice of Phase Commanders and is often only found after defeating one. Like throwing knives, the Penetrator can pin enemies to surfaces and the floor on death.

ARMACHAM GOLIATH

The Goliath delivers massive damage over a radius of 6 meters, but it has a very slow rate of fire due to its single-rocket capacity. Remember to reload the weapon after each rocket, else you'll be unprepared the next time you need it. That said, the Goliath can acquire target lock during aiming, enabling rockets to auto-steer towards the target. The Goliath vaporizes enemies on contact and can kill multiple enemies within its explosive blast radius.

ROCKET LAUNCHER

EFFECTIVE RANGE	0-6 METERS (BLAST RADIUS)
DAMAGE	270-68
CLIP SIZE	1

TYPE 13 ARC BEAM

This sophisticated energy rifle is commonly obtained from the corpses of Phase Casters. Its energy beam can be maintained without risk of overheating and can be bounced off surfaces and branch from one target to multiple nearby targets. The Arc Beam stuns human enemies and sets them on fire at death.

FOCUS BEAM

EFFECTIVE RANGE	80 METERS
DAMAGE	80 DAMAGE PER SECOND
CLIP SIZE	N/A

RIOT GEAR

The Riot Gear combines the incredible protection of a completely bulletproof shield with an accurate sub machine gun. The shield protects against bullets and melee attacks from the front. It can also be used to deliver bone-crushing melee attacks. The Riot Gear is not without its drawbacks, however. Its bulky size and weight slow the user down considerably and also make it impossible to throw a grenade.

FRAG GRENADE

The common Frag Grenade delivers a powerful explosion when thrown. Its blast radius is roughly 4 meters and though the explosive force is not as deadly as the Goliath, it's still capable of killing Heavy Soldiers with a direct hit. Hold the Grenade button to "cook" the grenade before throwing it. This ensures your targets will not be able to scamper to safety before the grenade detonates.

NO TIME FOR COOKING?

All grenades will detonate immediately upon impacting an enemy.

FLASH BANG GRENADE

Flash Bang Grenades don't inflict fatal damage, but they produce a loud disorienting bang along with a blinding flash of light and smoke. Any enemies in the line of sight of a Flash Bang explosion are left dazed for several seconds, making them unable to move or defend themselves. The Flash Bang Grenade is perfect for defending against swarming Cultists or for battles against numerous Heavy Soldiers.

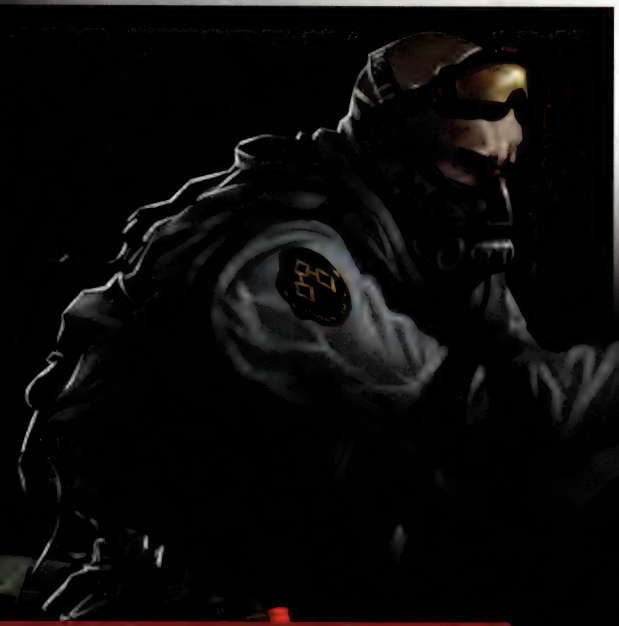
ZAP GRENADE

The electrified Zap Grenade electrocutes enemies within a radius of several meters. This not only inflicts significant damage to multiple enemies, but it can be used to paralyze Phase Casters, Power Armor, and Phase Commanders. The Zap Grenade can be lethal against basic Soldiers, but it's much better to conserve them for use against one of the more mechanical/electrified enemies as listed. Zap Grenades are effective against Power Armor and Enhanced Power Armor should you face them while your character is on foot.

HOSTILE FORCES

Point Man and Fettel face a number of dangerous enemies during the campaign, and not all of them are human. This chapter contains an analysis of each enemy type, its weaponry and HP, and combat behavior, along with tips for best eliminating each and every one of them.

ARMACHAM TECHNOLOGY CORPORATION



GRUNTS

HP 100

Weaponry

First Appearance

Prison

Armacham Grunts represent the bulk of the ATC's security force and they are far more skilled in urban combat techniques than their name may imply. Grunts are adept at using available cover, they look for opportunities to flank and ambush their opponent, and will also coordinate with other squad members to provide suppressing fire. Grunts are capable of climbing and mantling over cover and may even crawl under obstacles that get in their way.

Despite their tactical prowess, Grunts can be easily killed by a number of techniques and weapons. Their lack of heavy armor and low HP rating makes them particularly susceptible to headshots and Slide Kicks. The Strader Mk. VII, Briggs SMG, and Vollmer EL-10 CAS are all capable of delivering fatal body damage quickly and reliably without having to expend ammo for rarer, heavier weapons. Grunts only pose a serious threat when present in large numbers and on the higher difficulty settings. Don't hesitate to use the brothers' special psycho-abilities, Frag Grenades, and make full advantage of the Active Cover system.

Light Shotgun soldiers possess many of the same attributes as the Grunts, but they are equipped exclusively with the Vollmer EL-10 CAS. This loadout forces them to be more aggressive in their pursuit, as the shotgun is most effective at a range of less than 12 meters. Light Shotgun soldiers are easily identifiable by the reddish tint of the shotgun shells strapped to their shoulder and by their red camouflage. They are less likely to use cover once in range of their target.

The key to dealing with a Light Shotgun soldier is to keep your distance and attack its unprotected head, either with the Strader Mk.VII, Briggs SMG, or other precision weapon. Don't hesitate to use a Frag Grenade any time you encounter multiple Light Shotgun soldiers simultaneously. Most importantly, stay aware of your surroundings and use cover to avoid being flanked. Use a Slide Kick (or Suspend if playing as Fettel) to dispatch any Light Shotgun soldier that manages to get in close. It's always a good idea to have a shotgun of your own on hand when these guys are lurking about, as one or two will always find a way to get within firing range.

LIGHT SHOTGUN

125 HP

Weaponry

Vollmer EL-10 CAS

First Appearance

Prison

HAZMAT HEAVY SOLDIERS

Sources indicate that a unique variety of Heavy Soldier has been seen defending the area known as Tower. Equipped for working in a toxic environment, these HAZMAT Soldiers are easily identified by the large oxygen tanks on their back. These tanks possess a HP rating of 25 and can be ruptured with light weapons fire. The resulting explosion inflicts lethal damage to the soldier.

Heavy Soldiers behave much like Grunts, only they tend to wield heavier firepower and are outfitted with sophisticated armor that enhances their durability and grants the units a 50% increase in HP (20% over that of the Light Shotgun soldier). Heavy Soldiers often accompany Grunts into combat, leading a small attack squad. Despite their name, Heavy Soldiers are quite agile and can perform the same maneuvers as the less encumbered Grunts. They will mantle over cover, crawl under obstacles, and do all they can to take down their target. Heavy Soldiers wielding shotguns will be aggressive in their pursuit and stop at nothing to get a close-range shot at their target.

Their increased HP and stronger weaponry, specifically those with the Rakow G3A3 AR, demands the Heavy Soldier be treated as a high priority target. Maintain a safe distance, utilize Active Cover, and attack using higher-powered weaponry such as the aforementioned assault rifle, the Schuller LDR50 sniper rifle, the S-HV Penetrator, or the Type 13 Arc Beam. Don't hesitate to loose a rocket from the Goliath should two or more Heavy Soldiers appear bunched together. Lastly, it is entirely possible to dispatch Heavy Soldiers using standard issue weaponry. Headshots are recommended if you're unable to take advantage of environmental explosives or Point Man's Slow-Mo ability.

HEAVY SOLDIER

150 HP

Weaponry

Rakow G3A3 AR

Vollmer EL-10 CAS

Zap Grenades

First Appearance

Suburbs

SNIPER

150 HP

Weaponry

First Appearance

Suburbs

Snipers are among the rarest of Armacham's military units and go to great lengths to avoid detection. Their camouflaged hooded cape helps them blend into their surroundings, further enhancing their ghostlike appearance. Snipers seek out vantage points far removed from the primary field of battle, allowing them to provide deadly support fire with minimal risk to their person. These units are masters of stealth and will remain behind cover until the moment before pulling the trigger, and only then do they step out of hiding. Snipers would be virtually undetectable if not for the red targeting laser that emanates from their weapon.

Players must be vigilant whenever entering a large, open area as that is precisely the terrain Snipers covet. Scan any upper balconies or ledges for the tell-tale red laser of the Schuller LDR50 and immediately take cover. The best way to counter a Sniper is with a sniper rifle of your own, but this isn't always feasible. Look for potential explosives to target in the vicinity of the Sniper as the unit rarely exits cover long enough for a long range Arc Beam attack. If you're unable to eliminate the Sniper from afar, use cover to carefully work into a flanking position and take him out at close range. Remember that distance is the Sniper's ally, you can take away the unit's biggest advantage by getting in close. Frag Grenades also work well, particularly against elevated Snipers.

The Heavy Riot Soldier is the most intimidating of Armacham's soldiers, both in appearance and behavior. The unit possesses a confidence and discipline that exceeds that of the other ATC soldiers and executes its directive with flawless efficiency. The Heavy Riot Soldier's namesake shield provides near-total protection from frontal assaults. The riot shield can protect against bullets and melee attacks. Thanks to this shield, the Heavy Riot is able to maintain a steady onward march of his target, forever inching closer to deliver fatal gunfire with the Briggs SMG. The Heavy Riot Soldier will also use its shield as a melee weapon, delivering crushing damage with successive bone-breaking thrusts.

The best defense against a Heavy Riot Soldier is to maintain a moderate distance from the unit. This eliminates the threat of being struck by the shield. The shield provides few points of vulnerability to frontal attacks, but a Frag Grenade tossed to the side or slightly behind the Heavy Riot Soldier will disrupt his march and cause him to lower his shield. This is your opportunity to open fire on the unit's head. While playing as Fettel, allow the Possession Meter to replenish and either take direct possession of the Heavy Riot Soldier or a nearby enemy with a Vollmer EL-10 CAS and open fire on the unit's back at close range! Riot Soldiers are vulnerable where they hold their guns. Slide Tackles will also damage Riot Soldiers.

HEAVY RIOT SOLDIER

HP 150

Weaponry

First Appearance

Tower

Rocket Soldiers combine many of the traits exhibited by Snipers with the armor and tactical behavior of Heavy Soldiers. These units strive to keep their distance from the enemy to best utilize their Goliath rocket launchers. Though they don't restrict themselves to elevated vantage points and will be encountered at street-level, their brown armor and ability to acquire target lock on distant foes often makes them difficult to identify. Similar to Snipers, however, the Rocket Soldier's weapon emits a detectable green laser. This laser not only alerts you to potential rocket fire, but also aids in locating the Rocket Soldier.

Taking out the Heavy Rocket Soldier is a top priority and there's no better way to go about doing it than with the Schuller LDR50. Since players aren't likely to detect the Rocket Soldier's presence until spotting the green laser, there's a good chance the enemy will fire off a rocket before being put down. Immediately run perpendicular to the incoming rocket's position and look for large, solid cover to duck behind. The Goliath's homing rockets are quite maneuverable but they can't round 90-degree corners or circle back in tight turns. Take advantage of this inability and escape the 6 meter blast radius while trying to either snipe the Heavy Rocket Soldier or move in closer to neutralize the Goliath.

HEAVY ROCKET SOLDIER

135 HP

Weaponry

Armacham Goliath

First Appearance

Bridge

PHASE CASTER

1000

HP

Shield = 500

Body = 500

Weaponry

Type 13 Arc Beam

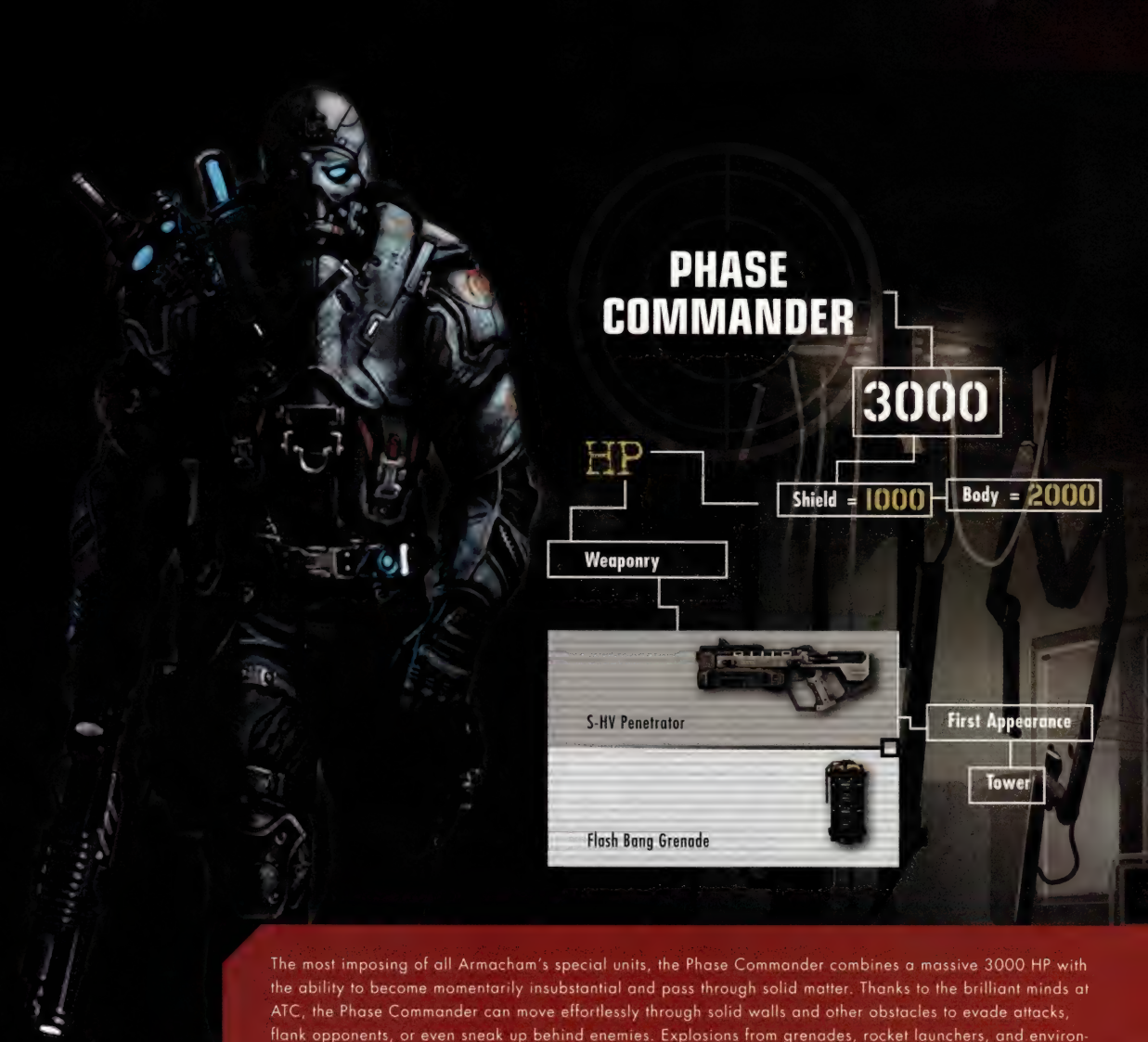
First Appearance

Slums

Flash Bang Grenades

The Phase Caster is a human soldier enhanced with special Armacham technology that allows him to summon conventional Armacham Grunts into combat via phase portals that the Phase Caster generates. The Phase Caster summons up to three Grunts at a time, and will continue to call upon additional reinforcements as each wave of summoned units are killed. Though the summoned Grunts represent the Phase Caster's primary offensive attack, it also wields a Type 13 Arc Beam that it will use while in cover, typically while the player is engaging the summoned Grunts.

This enemy places a premium on self-preservation and is rarely encountered at close range. Fortunately, the player should have access to a Schuller LDR50 when the Phase Caster is about. Quickly kill the Grunts it summons if necessary, then take aim on the Phase Caster's head. It will likely move in and out of cover quickly so using Slow-Mo certainly helps. The only way to kill the Phase Caster is to deplete both its shielding and health which totals 1000 HP. The Phase Caster's tendency to stay in cover can lead to a protracted encounter if your sniping ability isn't up to snuff. Consider an alternate course of action such as charging the Phase Caster's position armed with the Vollmer EL-10 CAS and a Zap Grenade.



The most imposing of all Armacham's special units, the Phase Commander combines a massive 3000 HP with the ability to become momentarily insubstantial and pass through solid matter. Thanks to the brilliant minds at ATC, the Phase Commander can move effortlessly through solid walls and other obstacles to evade attacks, flank opponents, or even sneak up behind enemies. Explosions from grenades, rocket launchers, and environmental hazards trigger this phasing property and cause the Phase Commander to briefly dematerialize and appear partially invisible.

Despite its impressive technology, the Phase Commander's biggest advantage is its overwhelming health and shield reserves. Barring access to a Power Armor, you must take measured efforts while engaging the Phase Commander so as to avoid wasting ammunition firing at something that isn't there. Use environmental explosives, both to injure the Phase Commander and to remove the potential hazards from the battlefield, then switch to grenades. Zap Grenades are effective in stunning the Phase Commander, thus making him an easy target for gunfire. The Rakow G3A3 AR and S-HV Penetrator are effective, as is the Vollmer EL-10 CAS at close range. They key with each of these weapons is to aim for the head, fire in short bursts to ensure you don't waste ammo, and to employ hit and run tactics. The Phase Commander's assault tactics are top notch and its melee attacks pack tremendous power. Strive to stay just inside the effective range of your current weapons, take advantage of Point Man and Fettel's greater speed, and make full use of available cover. But remember, the Phase Commander may just materialize right behind you—stay alert!

SURVIVORS

CULTIST

HP 185

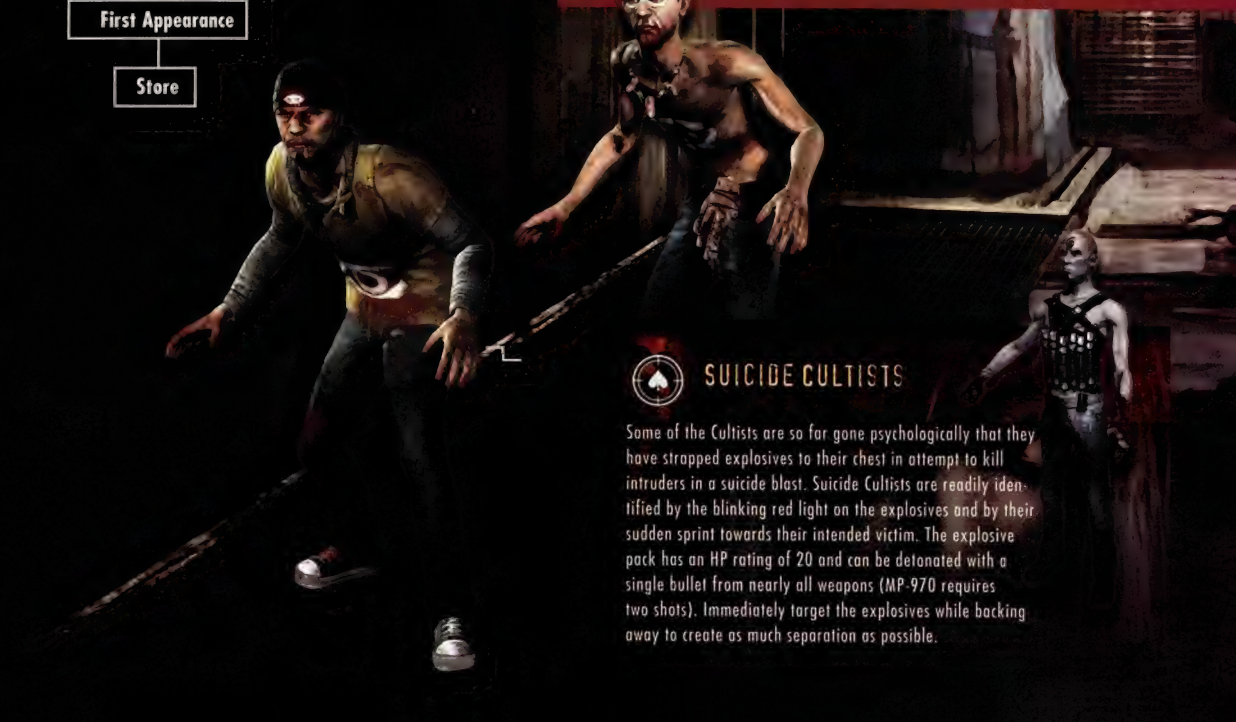
Weaponry
- Fist
- Miscellany
- Throwing Knives

First Appearance

Store

The explosive disaster at Fairport left behind a crazed breed of survivors known as Cultists, driven insane by the power of Alma's psychokinetic energy. These hyper-aggressive enemies travel in packs and ambush the player at close range, often leaping from shadows or behind obstacles when the player least expects it. Cultists don't have access to firearms, but they are astonishingly strong and can inflict moderate damage with their fists when no weapons are available. Others attack with all manner of melee weaponry including wrenches, pipes, crowbars, and cleavers. Another variety of Cultist is known as the Knife Throwers. Knife Throwers often seek out elevated positions from which to hurl an endless supply of knives at the player.

Cultists don't give you much warning when they attack and though some wait until they are in close proximity to attack, others lunge from several steps away. A good way to deal with Cultists is to keep the Shotgun or Dual MP-970s on hand and back away while firing at them. Turning left and right also helps, as the Cultists will make an effort to surround the player. Arguably the best way to deal with them is with the Type 13 Arc Beam. Focus the beam on one Cultist and watch as it branches towards the other enemies in the area, making it possible to kill numerous enemies with a single stream. Killing the Cultists as Fettel can be slightly more challenging, as there simply isn't enough time to suspend or Fettel Blast them all. Seek out a Grunt or other Armacham soldier in the area to possess then use the stream of Cultists to keep the Possession Meter topped off. While Point Man must use his weaponry to eliminate the knife-throwing Cultists he encounters, Fettel can possess these hideous ranged assailants and use their knives against other Cultists.



SUICIDE CULTISTS

Some of the Cultists are so far gone psychologically that they have strapped explosives to their chest in attempt to kill intruders in a suicide blast. Suicide Cultists are readily identified by the blinking red light on the explosives and by their sudden sprint towards their intended victim. The explosive pack has an HP rating of 20 and can be detonated with a single bullet from nearly all weapons (MP-970 requires two shots). Immediately target the explosives while backing away to create as much separation as possible.

SCAVENGER

185 HP

Weaponry

Claws

First Appearance

Bridge

Few things are more terrifying than hearing the sounds of a ravenous pack of Scavengers closing in around you. These fiery four-legged creatures travel in hunting parties and work efficiently to corner their prey. Once the Scavengers have their quarry surrounded, they set to attacking in a series of alternating attacks. The Scavengers will launch a quick attack, then back away to allow the next Scavenger to strike. These hit-and-run techniques continue until their prey has been defeated.

Scavengers are very quick and afford the player precious little time to react to their arrival. The Vollmer EL-10 CAS is an effective weapon to use against them, as are the Dual MP-970s thanks to their high rate of fire. As with Cultists, another enemy that travels in fast-moving packs, the best weapon to use against them is the Type 13 Arc Beam. Fix the beam on the lead Scavenger and watch as it branches to the rest of the pack. Lastly, if all else fails, toss a grenade. The Scavenger is one of two enemy types that Fettel cannot possess.

DARK SCAVENGER

Alma will spawn a special type of creature called a Dark Scavenger during Soul King multiplayer matches. This creature has 500 HP and yields no points when it is killed. Fortunately for players who encounter it, the Dark Scavenger automatically disappears several seconds after being spawned. It's best to flee the area and save your ammo for enemies that yield Souls.

CREEP

HP

UNKNOWN

Weaponry

Claws

First Appearance

Tower

The horrendously grotesque entity known as the Creep represents a twisted reflection of the human condition. Its existence has but one goal: to kill Point Man and Fettel. The Creep's origin is as mysterious as are its reasons for wanting the brothers dead. Perhaps most disturbing of all is the fact that even Alma is frightened by the Creep's power.

The Creep makes several appearances beginning at the Prison. While at first these encounters are strictly paranormal, as the Creep becomes more powerful he gains the ability to kill Point Man and Fettel. The time will come to confront the Creep in the physical realm, but when and where is anyone's guess.

VEHICLES

MECH MULE

HP: 1000

Weaponry: Mounted Turret, Mortar Launcher

First Appearance: Slums

The Mech Mule is an unmanned class of power armor that serves as a robotic source of support fire for Armacham soldiers. The Mech Mule lacks the regenerative abilities of piloted power armor, but is both durable and equipped with enough firepower to tear Point Man and Fettel to shreds.

Combat a Mech Mule with Zap Grenades to immobilize it, then use the Goliath to destroy it. If neither are available, seek cover and lob Frag Grenades at it while firing over Active Cover with the Rakow G3A3 AR or Arc Beam.

POWER ARMOR

HP: 750-1500

Weaponry: Laser, Explosive Rounds

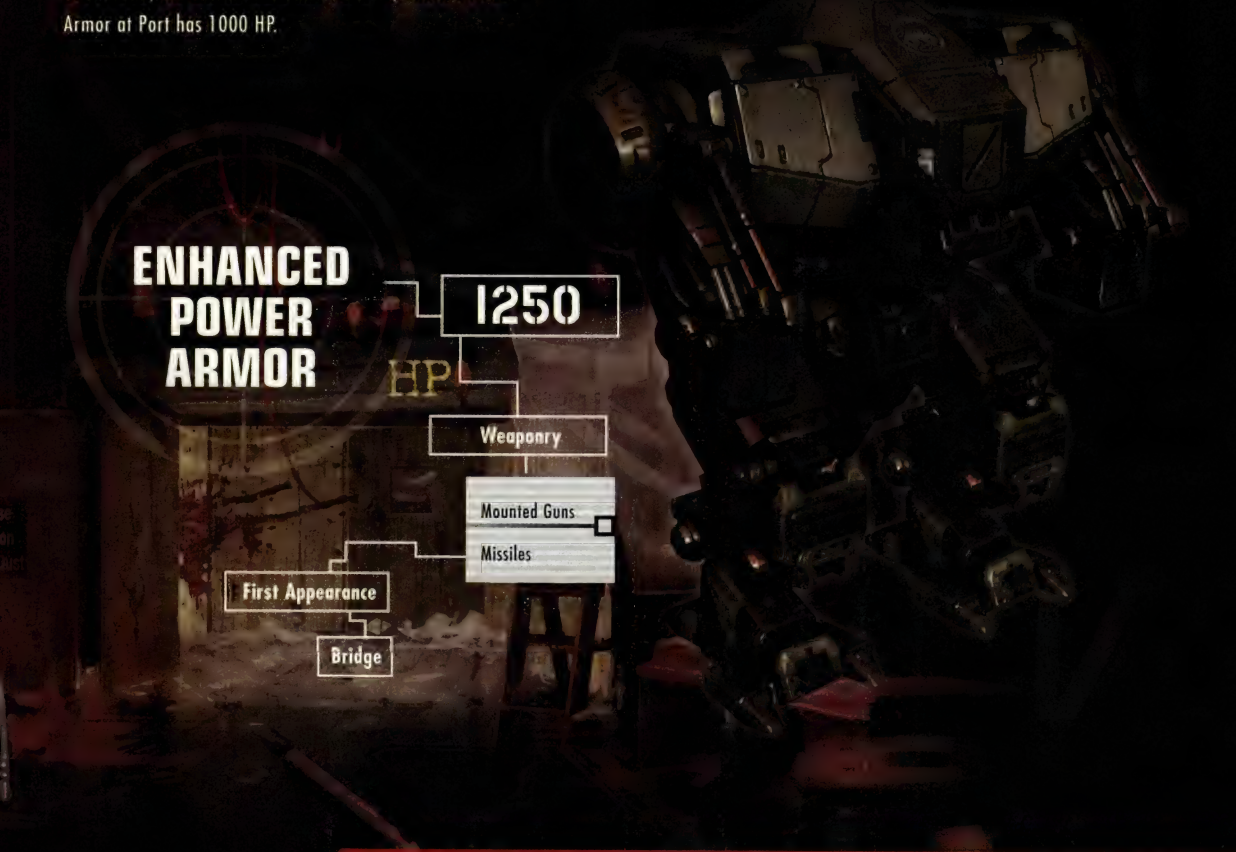
First Appearance: Suburbs

The Power Armor is a piloted mechanical infantry vehicle with an advanced armor plating that allows it to recover from attacks. Its primary weapons are the explosive rounds it fires in alternating rhythm from each arm. These rounds can only be fired for short bursts before overheating the Power Armor and forcing a cool down period. The Power Armor also has a shoulder-mounted laser beam attack that it uses to attack other Power Armor or larger targets. The Power armor is also capable of a melee arm strike and a melee pound attack.

Confronting a Power Armor is best done in another Power Armor if at possible, otherwise seek out a nearby stash of Zap Grenades and a Goliath. The Zap Grenades effectively immobilize the Power Armor and render its shields and weapons systems inactive. Open fire with the Goliath while the Power Armor is stunned then reload and fire another rocket. Other weaponry such as the Arc Beam can be effective against the Power Armor, but a safe distance must be maintained at all times when confronting a Power Armor on foot; its melee attacks can be devastating. Regardless the weapon used, it's important to maintain a steady assault, else the Power Armor will auto-repair itself, thus regenerating its full HP.

VARYING DEGREES OF HP

Point Man and Fettel encounter Power Armor during three of the campaign intervals. The Power Armor in Suburbs has 750 HP, the one in Tower has 1500 HP, and the Power Armor at Port has 1000 HP.



The Enhanced Power Armor represents the pinnacle in Armacham robotic technology. This larger, deadlier version of the standard Power Armor is outfitted with heavy mounted machine guns and homing missiles as well as an on-demand shielding system that can be used to repel incoming attacks. The Enhanced Power Armor is also capable of melee strikes and a ground pound attack, should its target be foolish enough to draw near. The Enhanced Power Armor isn't without flaws, however. Despite advancements in weapon design, the mounted guns are prone to overheating and the sophisticated missile system cannot be fired while shields are active.

Enhanced Power Armor should be attacked either while in another Power Armor (or Enhanced Power Armor) or while in possession of several Goliath rockets and Zap Grenades. Try using lighter weapon fire to bait the unit into using its shields, then open fire with the Goliath or Type 13 Arc Beam while the shields recharge—this is an excellent way to ensure a valuable Goliath rocket isn't deflected by the shields. Seek out solid cover, whether in a Power Armor or on foot, and strafe back and forth behind it to avoid the mech's guns and missiles.

OTHER

TURRETS

HP

300-500

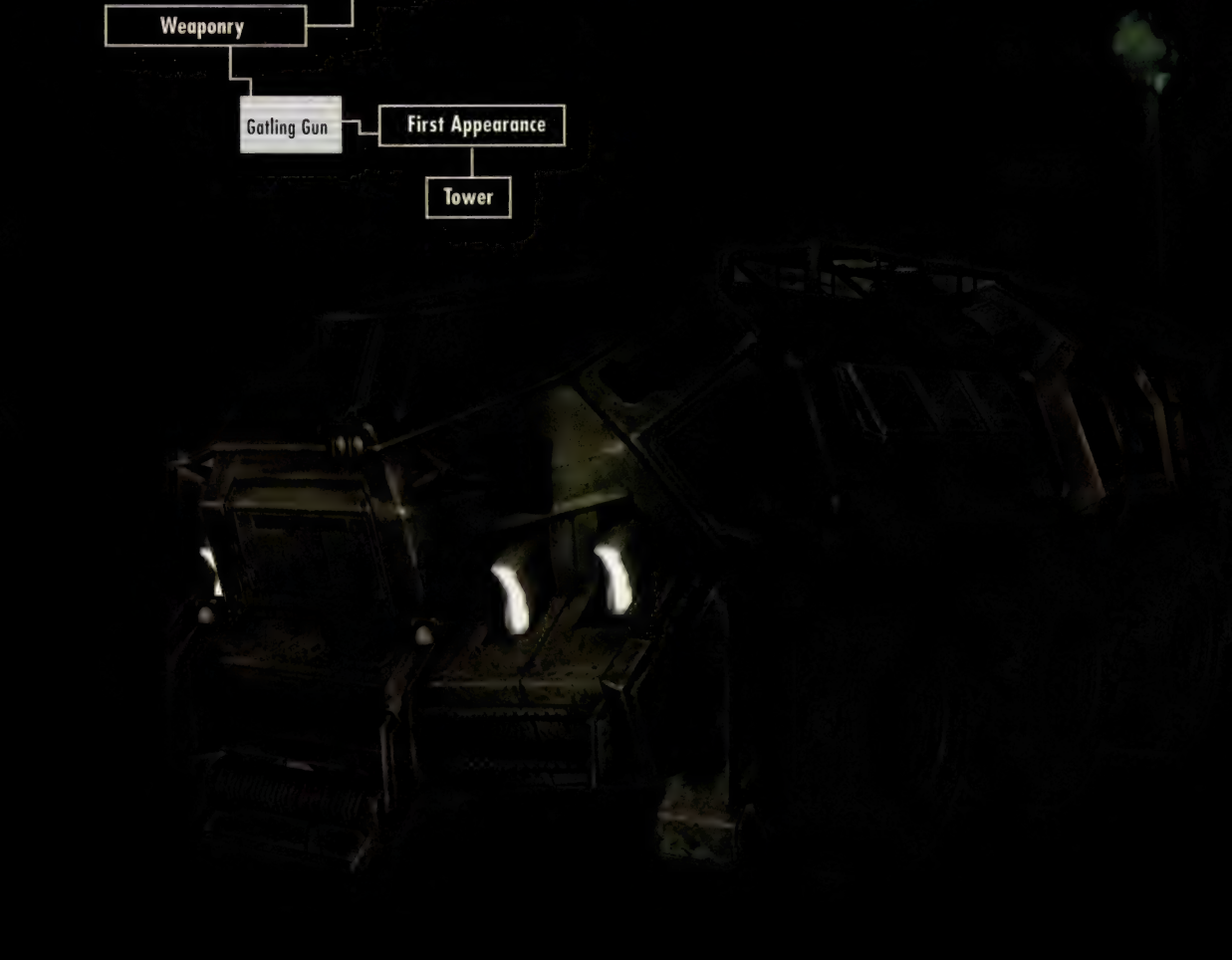
Weaponry

Gatling Gun

First Appearance

Tower

Turrets come in two forms, manually operated turrets are often encountered mounted atop an armored personnel carrier such as during the Bridge interval (500 HP) or as an Auto-Turret installed alone for automated defense (300 HP). Both varieties fire high caliber machine gun rounds at an incredibly lethal rate. Turrets must be taken out from afar, preferably with the Goliath, as it is extremely hazardous to approach closely.



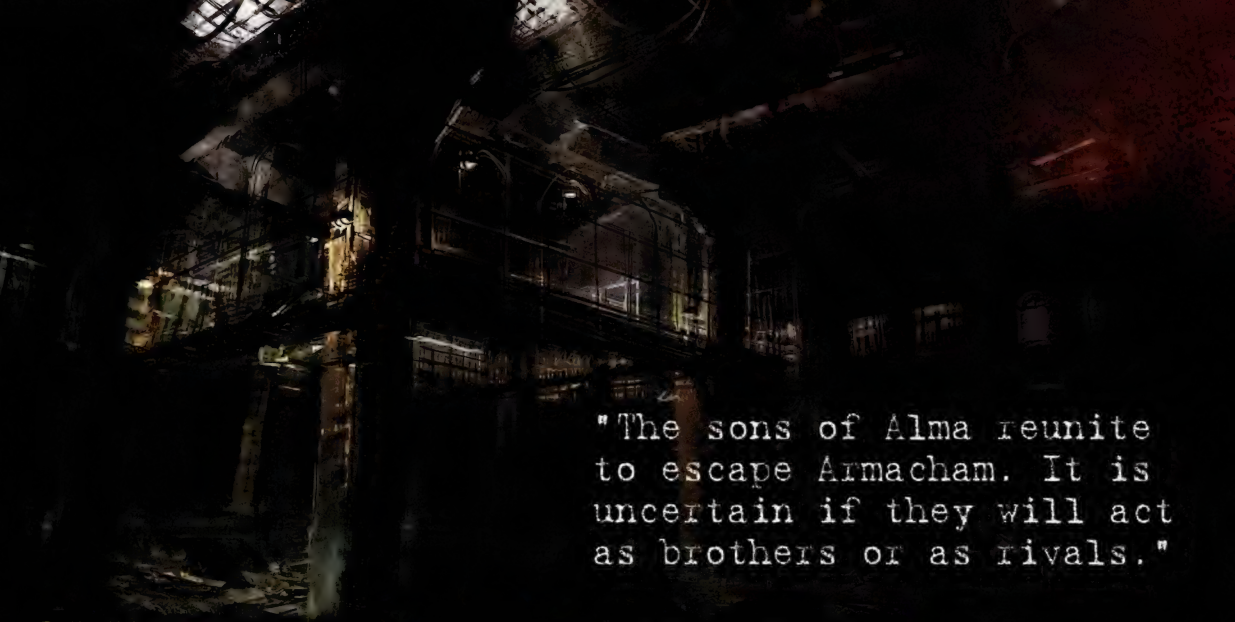
Helicopters pose a significant threat due to their ability to hover overhead, their incredible firepower, and large volume of HP. Their position in the sky effectively forces the player to take cover beneath solid overhangs and inside structures that provide protection from the sky. This also limits the player's line of sight when countering. Though Goliath rockets are effective against the Helicopter, provided the player has enough munitions to complete the job, the Enhanced Power Armor is the preferred weapon for engaging a chopper. Use the Enhanced Power Armor's missiles to blast the Helicopter while moving about the battlefield with relative confidence. Be ready to activate the mech's shielding system should the helicopter fire its rockets.

HELICOPTER

HP: 2000

Weaponry:
- Rockets
- Gatling Gun

First Appearance: Bridge



"The sons of Alma reunite to escape Armacham. It is uncertain if they will act as brothers or as rivals."

INTERVAL 01: PRISON

HAUNTED BY THE VERY BROTHER YOU KILLED JUST MONTHS BEFORE, ESCAPE THE MAKESHIFT ARMACHAM HOLDING FACILITY AND MAKE YOUR WAY BACK TO FAIRPORT TO RESCUE JIN SUN-KWON...

Recommended Weapons

Hostiles Encountered

Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

PRISON: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	15:00	20:00	22:00	25:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

Point Man Scoring Strategy

The Prison's layout forces Point Man into Active Cover frequently. Wait for the Slow-Mo Meter to replenish and use Slow-Mo to efficiently kill enemies from behind cover. Do most of your killing from behind Active Cover and while using Slow-Mo to earn the most points. This is no time for run-and-gun tactics! Make every effort to complete the Pop Gun challenge with the Strader Mk. VII early on, before dropping the weapon in favor of the Briggs SMG and EL-10 CAS shotgun. Make frequent use of grenades and look for explosive barrels near groups of enemies—open fire on a barrel as soon as multiple enemies get close. Lastly, it may sound obvious, but always aim for the head—it helps conserve ammo and the Headhunter bonus is a valuable one!

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (15x)
Mommy!	Collect the Alma doll.	5000
Perfect Soldier	3 headshots during 1 Slow-Mo.	3000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
Covert Op	10 kills from Active Cover.	3000

Challenge	Task	Points
Cover-Up Artist	25 kills from Active Cover.	6000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Sir Camp-A-Lot	Use cover for a total of 200 seconds.	1500
Headhunter	25 headshots.	2500
The Killer	50 kills in a row.	5000
The Standard	25 Briggs SMG kills.	3000
Pop Gun	20 Strader Mk. VII kills.	4500
Butcher	20 EL-10 CAS kills.	4500
Indecent Exposure	Blind 5 enemies with Flash Grenades.	1500
Detonation Expert	5 kills by shooting explosives.	3000

Fettel Scoring Strategy

Move quickly through areas devoid of enemies and not waste the Possession Meter when there aren't a large group of enemies to keep the possession sustained. Take control of a host in the prison offices, inside Cellblock Alpha, during the trip through the mess hall, and again inside Cellblock Charlie. Focus on using the Briggs SMG or Mk. VII Strader in addition to the EL-10 CAS to complete their respective challenges, and not try to earn all three. Fettel allows for a more aggressive style of play given his ability to possess other people; consider employing more melee and Slide Kick attacks than you might otherwise. Use Fettel's Blast attack frequently in between possessions and during areas with few enemies to earn the Little Brother challenge. Try to spend enough time in Active Cover to earn the Sir Camp-A-Lot challenge. Also, remember that Fettel, despite being technically dead, can be killed if he suffers too much damage.

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (15x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Borrowed Time	30 total kills while possessing bodies.	5000
Rent-To-OWN!	50 total kills while possessing bodies.	10,000
Body Snatcher	Attain a total of 120 seconds of possession time.	2500
Head Intruder	Attain a total of 240 seconds of possession time.	3500
Gatherer	15 ammo and grenade pick-ups collected.	500

Challenge	Task	Points
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
The Killer	50 kills in a row.	5000
Little Brother	20 Fettel Blast kills.	10,000
Covert Op	10 kills from Active Cover.	3000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Detonation Expert	5 kills by shooting explosives.	3000

SOLITARY CONFINEMENT

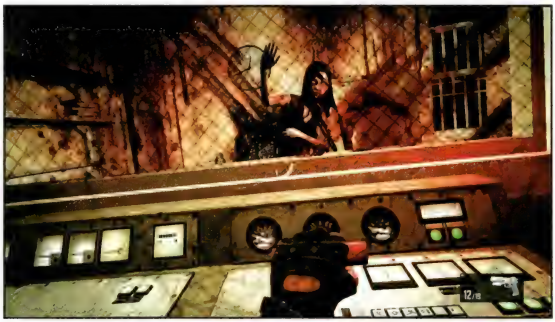
Objective: Escape Solitary

Thanks to his brother's assistance, Point Man is able to break free of his restraints and plot an escape from solitary confinement. Hold the Interact button to open the door to Point Man's cell and start down the hallway to the right. Open the gate and continue on a diagonal through the open gate across the next hall, near the smeared blood on the floor. Round the debris in the hall, sneak up behind the Grunt and press the Melee button to perform a knife-stabbing special back attack.

AS PAXTON FETTEL...

Fettel is given a chance to Possess an enemy very quickly. Head down the hall outside Point Man's cell and immediately Suspend the guard beyond the gate, then press the Possession button to take control of him. Pull the lever to open the gate and collect the orb of Psychic Energy in the hall—these orbs are the souls of the deceased. Hold the Possession button to "burn out" of the body immediately and return to controlling Fettel. Melee the guard near the stuck door then use the Blast attack to break open the gate, similar to what Point Man had done with the gun.

Point Man automatically equips the guard's sidearm, the Strader Mk. VII. This pistol has satisfactory stopping power, but its lack of advanced sights or a scope limits its effectiveness to close-range targets. Shoot the lock off the gate to the left and quickly take cover behind the crates in the next hall. Press the Active Cover button to slide behind available cover then use the Movement controls to lean up or to the side for aiming. Shoot the enemy down the hall and advance to the control room. Pull the lever to unlock the next gate. Use cover and eliminate the two guards in the next hall en route to the stairwell.



Toggle on the flashlight in the stairwell to better see and collect the Frag Grenades and pistol ammo from the ammo crate on the landing. Open the upper doors and quickly ready a grenade to throw at the two Grunts in the middle of the hallway—hold the Grenade button a full second or two to "cook" the grenade before throwing it. Acquire the Briggs SMG from the corpses.

STICKIN' WITH THE SIDEARM

It's hard to ignore the power and accuracy of the Briggs SMG, but try to stick with the Strader Mk. VII throughout the next several encounters to accrue enough kills with it to complete the Pop Gun challenge worth 4500 points.

The path forks here—Point Man can continue down the hall and up and over the debris in the hall to the left, or he can cut through the room immediately left of the guards killed with the grenade and crawl through a hole in the wall. Either route is acceptable, though you can crawl through a window above a box along the forward path to find a pistol and ammo crate. Both routes require a bit of crawling and jumping, in addition to opening a gate or two. The wooden door on the right leads to the infirmary—it's time to get well.

LA ENFERMERIA

Reload your weapon and open the door on the right, leading into the infirmary. Slow-Mo automatically activates to put Point Man's incredible reflexes on display. Gun down the three Armacham forces sitting at the table just beyond the door (this is a great opportunity to earn the "Perfect Soldier" challenge bonus). Take cover near the window, reload, and wait for the Slow-Mo Meter to recharge before taking on the enemies in the center of the large office room. Strafe right, towards the ammo crate, and fend off the Armacham Soldiers approaching from that side. Return to the area near the table, take cover under the shot-out window, and pick off any other enemies you can spot. There are both a fire extinguisher and a power box in the back that can be shot to damage enemies. Please note the exit door has a red light until every enemy is killed. Once the room is clear it will turn green and a soldier will kick it open. Sweep through the large office room to the far left corner where the multiple monitors are located and exit via the door by the green light.

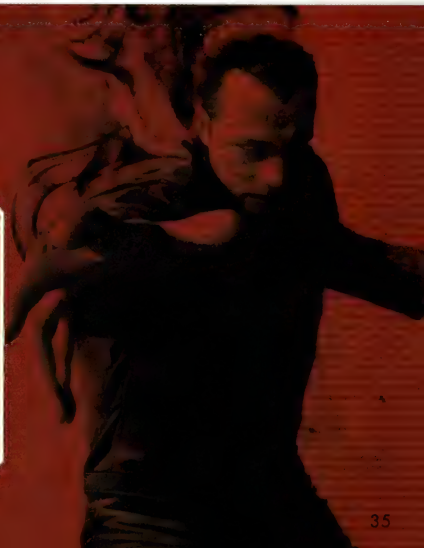
ACHIEVEMENT

A PRECURSOR

Keep your ears open for a conversation between three Grunts about "a pair of deuces." They're playing cards behind the door to the infirmary. Slow-Mo will automatically trigger as soon as Point Man opens the door, so have the Strader Mk. VII loaded and ready to fire. Open the door, allow Slow-Mo to initiate and calmly fire a bullet into the head of each of the three enemies. Replay this scene to take advantage of the grenade lying on the desk. Use Slow-Mo to shoot the grenade for an instant "Menage" challenge bonus!

AS PAXTON FETTEL...

There are two ways to go about playing this encounter as Fettel. One option is to allow the Possession Meter to fully recharge before entering the infirmary, then possess one of the three guards near the table. Instantly open fire on the others and collect the dropped Psychic Energy orbs to prolong the possession. Burn out of the body as soon as the last enemy is killed so as to not fully deplete the Possession Meter. Another option is to rely on the Blast attack and simply pepper the enemies with Fettel's projectile attack. Take cover, suspend an enemy so it can't attack, and blast away at it. Perform the Psychic Link on the corpse beyond the infirmary.



Continue beyond the gate to another hall of solitary cells. Approach the gate at the very end and perform a **Psychic Link** on the glowing body (this one is always here). Unlock the gate the body was leaning against to continue (investigate the two nearby cells to see a vision of Alma, then the gate will unlock). Advance through the two other cell gates and inch your way carefully down the hall towards the cellblock.

PSYCHIC LINK ATTAINED

Point Man and Paxton Fettel are both capable of performing a Psychic Link with specific corpses. These corpses are often stashed in out of the way corners and emit an eerie glow. It only takes a moment to perform the Psychic Link, and doing so earns you a smooth 1500 points. Every interval has 15 corpses prepped for a Psychic Link, but there's a catch. There are 20 possible Psychic Link locations in each Interval, of which only 15 are being utilized. Consult the accompanying maps for assistance. If you are playing Cooperatively with a friend, you can share the links to attain a higher team score or steal them to gain a higher individual score. The goals of the team and the individuals will dictate how to handle them.

This glowing body appears in the same spot every time. The rest of the Psychic Links appear in variable locations.

VARIABLE ENCOUNTERS

In the hallway before the first psychic link, watch as either Alma appears, or a prisoner runs between the cells.

CELLBLOCK ALPHA

The three story cellblock is crawling with Grunts and Light Shotgun Soldiers, some of which are armed with shotguns in addition to those with the SMG. Use a Frag Grenade to take out a few of the ones milling around the center, then quickly take cover near the entrance and finish off the initial rush with the Strader Mk. VII before swapping it for a dropped EL-10 CAS. Some of the available cover in this area is destructible, so try to stick to large, solid objects and not take cover behind flimsy wooden pallets or other breakable materials. The gates leading out of the cellblock's ground floor are locked, forcing Point Man to make his way to a secure area via the third floor.

Use the Briggs SMG to cut a path through the enemies en route to the far left-hand corner. Climb the stairs to the middle level, round the corner to the right and take out the enemies nearby before climbing the stairs to the third floor walkway. Shoot the lock off the gate to the right and stealthily make your way around the upper walkway in a counter-clockwise path.

AS PAXTON FETTEL...

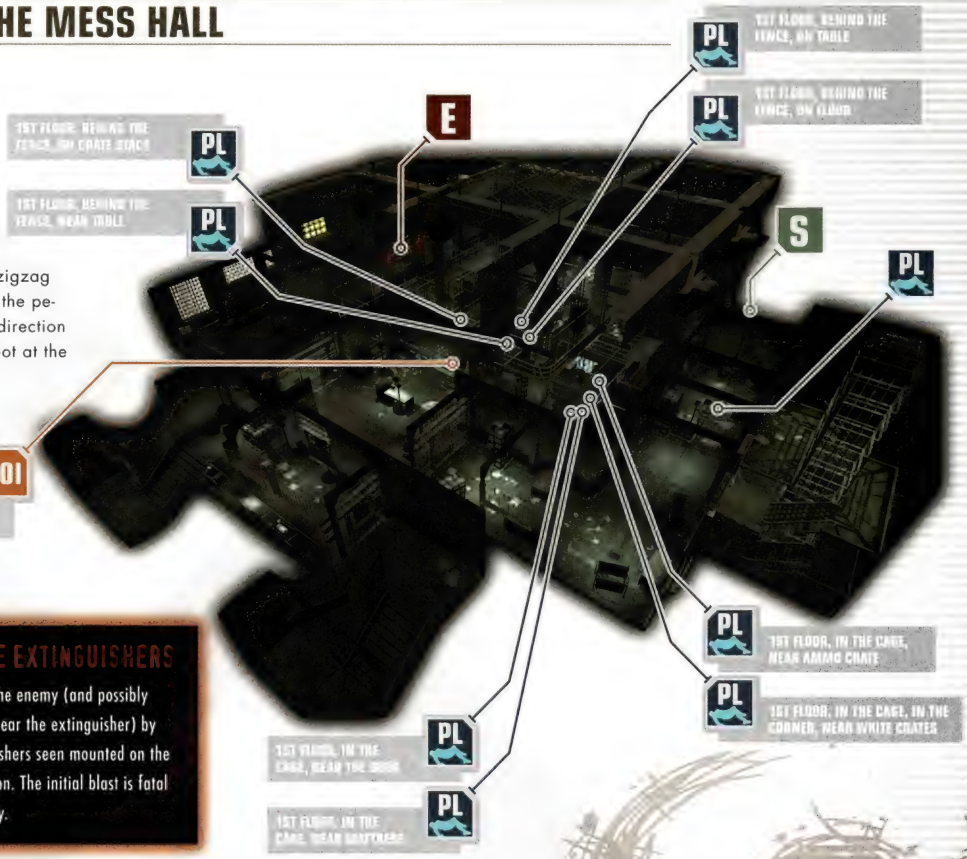
If you were able to keep possession of an enemy with grenades, eliminate the nearest group of Armacham Soldiers in Cellblock Alpha with a grenade, then take possession of one of the enemies and open fire on the others. Quickly advance to the third floor and shoot the lock off the gate. Proceed around the perimeter in a counter-clockwise direction and descend the stairs to the second level. Move quickly to collect more Psychic Energy if maintaining a possession, otherwise use Fettel's Blast attack to kill the enemies in the control room area and wait for the meter to replenish. The ground floor of Cellblock Alpha, beyond the control room, is a good spot to rack up Blast attack kills for the "Little Brother" challenge, just be sure to stay in Active Cover while doing so, else Fettel can quickly be gunned down.

Descend the stairs in the corner (watch for guards on the stairs) and duck into the hallway to the right of the crates. Descend the spiraling stairwell to the guard room, grab the grenades and ammo on the left, and pull the lever to unlock the gates. Have a Flash Bang grenade ready for the enemies that come rushing forward, then exit the guard room and take cover. Finish off the other enemies en route to the exit opposite from where Point Man first entered the cellblock.

There's only one way to go. Follow the hallway as it winds its way around corners to a pair of shut doors. Continue beyond the doors, past the forgotten bed frames and other debris and loop around to the guard room in the interior of the area to find additional ammo. Push on through the wooden door in the corner of the hallway outside this security room.

THROUGH THE MESS HALL

Enter the offices with guns blazing. Use Slow-Mo to gun down the Armacham Soldiers with a series of headshots while moving from desk to desk for cover. Sweep through the room in a zigzag before looping around the perimeter in a clockwise direction to have a nice clean shot at the enemy near the exit.


PL
1ST FLOOR, BEHIND THE FENCE, ON TABLE
PL
1ST FLOOR, BEHIND THE FENCE, ON FLOOR
E
PL
1ST FLOOR, BEHIND THE FENCE, ON CRATE STACK
PL
1ST FLOOR, BEHIND THE FENCE, NEAR TABLE
S
PL
POI
USE THE CONTROL PANEL TO UNLOCK THE UPPER WALKWAY
PL
1ST FLOOR, IN THE CAGE, NEAR AMMO CRATE
PL
1ST FLOOR, IN THE CAGE, IN THE CORNER, NEAR WHITE CRATES
PL
1ST FLOOR, IN THE CAGE, NEAR THE DOOR
PL
1ST FLOOR, IN THE CAGE, NEAR SHUTTERS

TARGET THE FIRE EXTINGUISHERS

Gain the upper hand on the enemy (and possibly kill those standing right near the extinguisher) by shooting the fire extinguishers seen mounted on the walls throughout the prison. The initial blast is fatal to those in close proximity.

Continue beyond the office to the next large interior cell area. Shoot the lock off the cell on the left to find an ammo crate then open fire on the explosive barrel in the center of the guards' patrol patterns. The large mess area is now primarily used for storage, so there are plenty of large sturdy objects to take cover behind. Most of the enemies will be coming from the far left, near the kitchen counter, so eliminate everyone on the right side of the room first and advance slowly. Use Active Cover and have plenty of Slow-Mo available for when the kitchen counter door rolls up and the next wave of enemies leap over the counter.

SERVING UP LUNCH

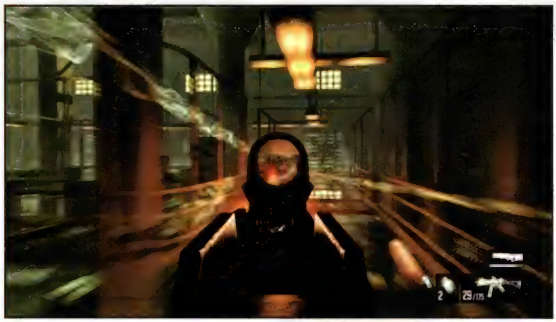
Have a Flash Bang Grenade ready as you approach the kitchen. Wait for the window to roll open above the serving counter and immediately throw the Flash Bang to blind the multiple enemies as they climb over.

AS PAXTON FETTEL...

Check the challenges list to see how close you are to completing the various combat challenges; swap the weapon less close to completing its corresponding challenge in favor of the EL-10 CAS in the locked cell (if in possession of body). Rush back to the mess hall and target the fuel drum in the center. Quickly gather up the Psychic Energy orbs and blast away with the shotgun at those who survived the blast—it's important to try to maintain a possession throughout this battle. Move into position facing the kitchen counter and use a grenade to kill those who leap over the counter. Leave those Psychic Energy orbs in place until ready to advance on the Armacham Soldiers inside the kitchen.

Continue up the stairs and take possession of another enemy. Use the EL-10 CAS to simply run-and-gun across the upper level. The shotgun is devastating at close range and the Psychic Energy orbs help to maintain the possession. Unlike Point Man, Fettel will simply return to his normal spirit form if the possessed body is destroyed—there's much less to worry about as Fettel, making it possible to be more aggressive.

Finish off the enemies inside the kitchen and proceed past the appliances and large bins towards the stairs on the left. Switch to the shotgun and head up the stairs in the corner. Blast the two enemies in the hall and the one in the guard room and approach the control panel near the ammo crate. Pull the red lever to unlock the door beside the lever—this provides direct access to the walkway wrapping around the room, high above the mess hall. There's another way inside though; shoot the lock off the gate to the right of this door and loop around via an internal hallway to find another **ammo crate** and to get the drop on the Armacham guards. Fall back into the side room for cover and to allow the Slow-Mo Meter to replenish and fight your way across to the red lights near the stairwell.



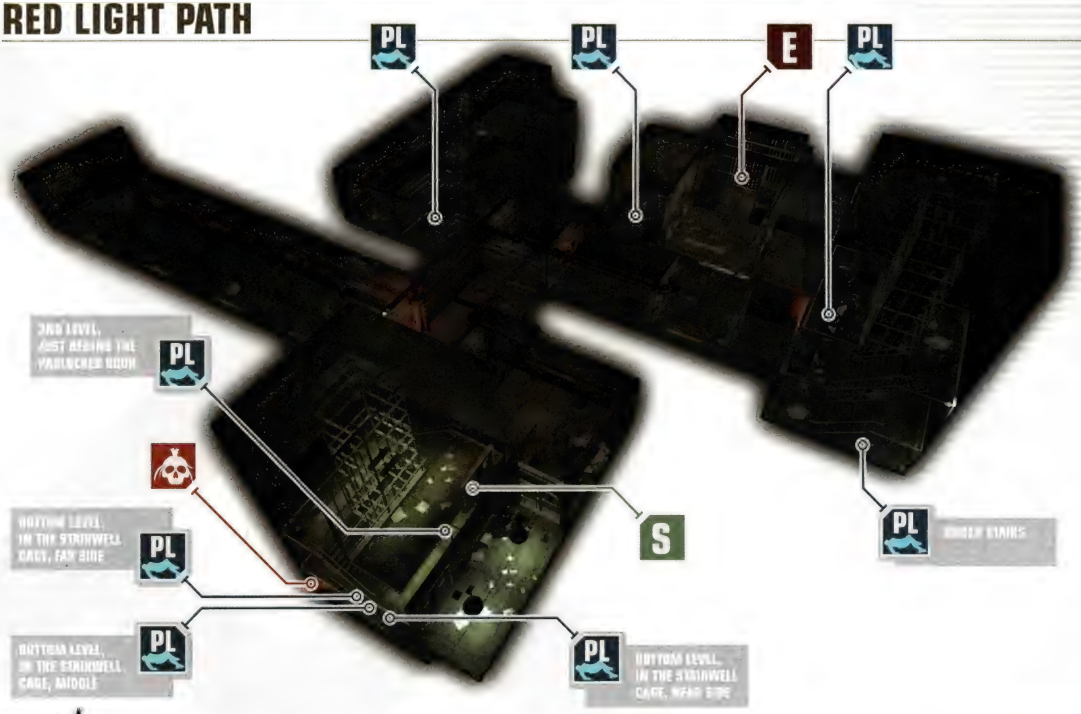
TWO DOORS TO CONFUSE THE ENEMY

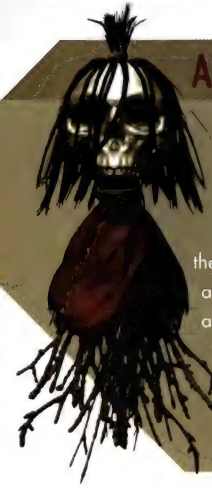
Use both entrances to the upper level walkway to confuse the enemy. Open the locked gate with the lever and shoot the locks off the other gates to lure the enemies in one direction, then circle around the other way to get the drop on them from behind.

CO-OP TIP

Two brothers are better than one when it comes to sweeping across the catwalks above the mess hall. Use the lever to unlock the door near the control terminal while another opens the door to the hallway containing the Psychic Link. This is a great spot for Point Man to draw the Armacham forces out of hiding so Fettel can flank them and even take possession of one of their own at the far side of the catwalk to catch them from behind.

RED LIGHT PATH



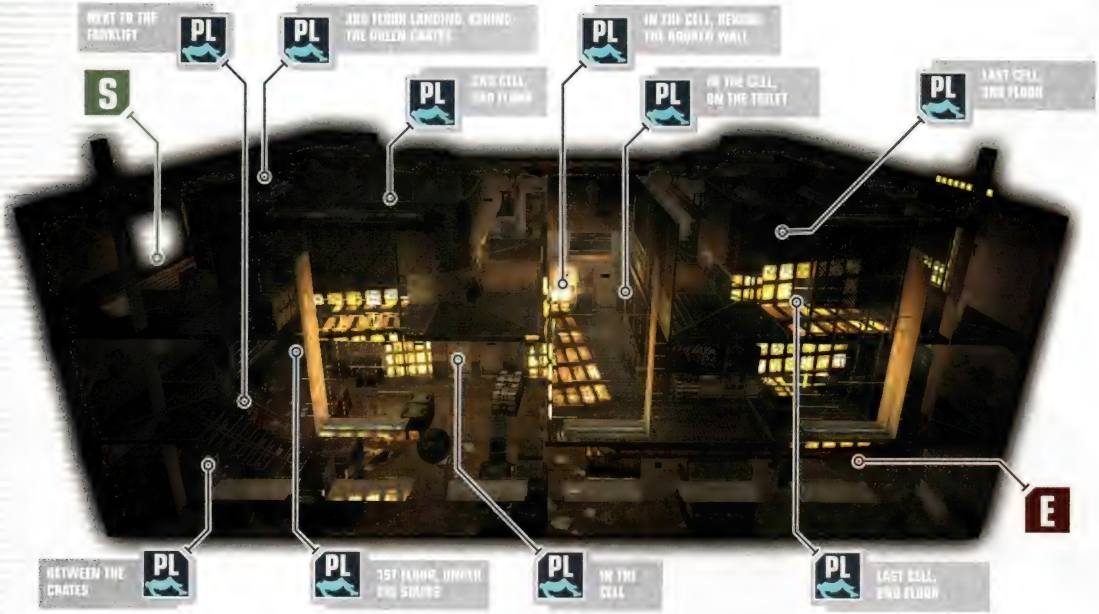


ALMA DOLL

Descend the stairwell beyond the red lights to the locked gate on the left. Shoot the lock off the gate and continue down the spiraling stairs to the weapons cache on the ground floor. Crouch down and squeeze past the stacks of crates to the corner underneath the stairs. There's likely to be at least one Psychic Link corpse in the center cage, along with an **Alma Doll** under the stairs. Collect the Alma Doll for 5000 points. Every Interval has a single Alma Doll somewhere in the area, but only the Prison has one possible Alma Doll location. The other Intervals all have five possible Alma Doll locations. Refer to the maps for details.

Collect the Alma Doll and return up the stairs to where the locked gate was. Exit the stairwell into the darkness and enable the flashlight. The prison has sprung numerous gas leaks and is going to explode—Point Man must move quickly! Make your way through the prison cells via the gates that aren't locked and follow the visions of Alma through the area while keeping your eyes peeled for additional Psychic Links. Turn from this dead-end and follow the series of red lights to a stairwell with a flaming gas pipe. Check under the space beneath the stairs for another possible Psychic Link corpse then head up the spiraling stairs. Look for a Psychic Link on the body in the cell directly across the hall, then grab the available ammo and head down the corridor to the right to the third floor walkway in Cellblock C.

CELLBLOCK CHARLIE



Objective: Find a Way Out Before the Prison Explodes

Circle around the catwalk in a counter-clockwise direction, with the shotgun drawn, and blast through the Grunts and Light Shotgun Soldiers stationed here. Follow the serpentine walkway to the stairs in the back left corner and descend the stairs.

Take cover near the crates at the base of the stairs and use the Briggs SMG and Slow-Mo to target some of the enemies in the distance—this is a great opportunity to reduce the enemies' numbers from a safe distance. Circle around to the left with the EL-10 CAS on-hand to blast away any surprise enemies.

THROUGH THE WALLS

Another gas explosion rocks the cellblock and forces Point Man behind the walls, to a narrow maintenance corridor. Enter the cell near the obliterated catwalk and duck into the hole in the wall to the space near the pipes. Turn left and snake past the pipes and valves to a nearby cell. Kick open the cell door and immediately turn and fire on the Armacham Soldiers to the right. There are a number of possible Psychic Links in the cells throughout this area and the extra 1500 points they each yield is worth the extra seconds to check for them.

CHALLENGE UPDATE

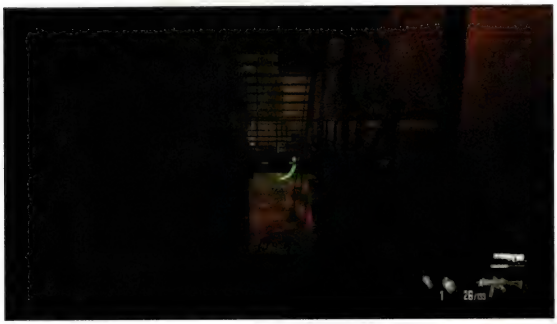
Take a quick glance at your list of in-progress Challenges. Make note of those you're currently nearing completion and make an effort to adapt your tactics to earn a few extra Challenges before the mission ends. This may mean making a concerted effort to score more headshots, to use more Slow-Mo, or to perform more kills with a particular weapon while in Active Cover.

AS PAXTON FETTEL...

Take possession of the Armacham Soldier that burns in the gas explosion on the stairwell and quickly run-and-blast your way along the serpentine upper level of Cellblock Charlie. Descend the stairs in the far left corner and collect the Psychic Energy en route to the hole in the wall. Navigate the hole in the wall quickly to avoid running out of possession time. Kick open the cell door to escape and immediately turn and blast the enemies nearby. There are enough enemies on this middle level to keep the Possession Meter topped off long enough descend the stairs and battle the final wave of enemies. Remember to target the fuel drum in the center of the room before descending the stairs to secure the "Detonation Expert" challenge bonus.

There are two ways down to the ground floor of Cellblock Charlie. There is a large stairwell in the back right corner (near the cell you exit) that can be safely descended in partial darkness and also a smaller set of stairs that lead down to the main level in the left-hand corner. This latter option is highly exposed, draws grenades from the enemies, and is an all-around unsafe option. Grab the ammo between the two sets of stairs, then opt for the staircase in the back right corner. Hang out in the corner, facing down the stairs, but do not descend. Stay on the upper walkway, in this position, and gun down enemies as they come to you (this position makes it possible to monitor both sets of stairs and forces enemies to approach head-on).

Wait for a lull in the flow of enemies before descending the stairs. Enter Slow-Mo, toss a Flash Bang grenade or two and open fire with the Briggs SMG on the explosive fuel drums in the center of the cellblock. This is the last firefight before the interval ends so take care not to expose Point Man to unnecessary risks. Try to sneak a few moments in search the downstairs cells and under the stairs for Psychic Link corpses before slaying the final Grunt. Use the available cover and advance slowly to lure more enemies out, then fall back a few steps to take them out before advancing again. The level ends once the last of the Armacham Soldiers has been put down.



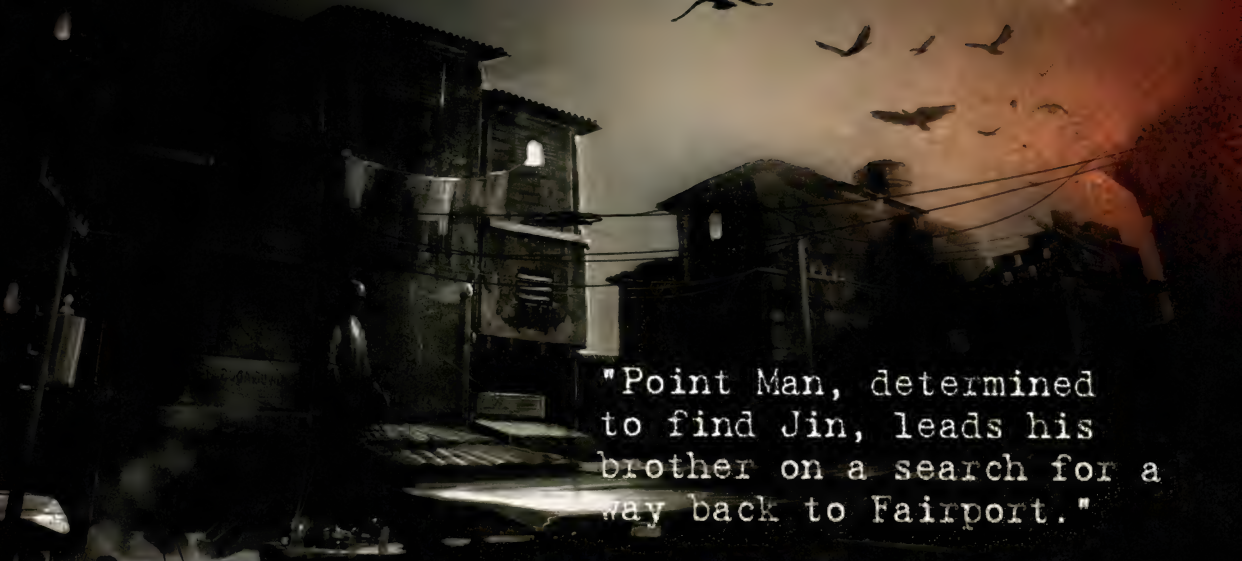
You're almost to the end. Avoid unnecessary risks.

PRISON IMPOSSIBLE

Fight your way through the Prison interval to Cellblock Charlie. The Prison is coming apart at the seams and is set to explode. Point Man needs to get as close to the exit as he can before it does. Complete the interval to unlock this bonus.

VARIABLE ENCOUNTERS

The Red Light Hall after the catwalks has a few different horror events, including Alma and Creep sightings.



"Point Man, determined to find Jin, leads his brother on a search for a way back to Fairport."

INTERVAL 02: SLUMS

FIND A WAY TO THE SURFACE, AND TO FREEDOM...

Recommended Weapons

Hostiles Encountered

Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

SLUMS: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	17:00	22:00	24:00	27:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

Point Man Scoring Strategy

The Slums is a mazelike neighborhood, filled with narrow, debris-lined streets and cramped interiors. Point Man must use the Briggs SMG and Schuller LDR50 to dispatch foes from a safe distance while in the street, then prepare for close-quarters combat when navigating the shops and apartments that connect the alleys. Focus efforts on using Active Cover and Slow-Mo at every opportunity and always aim for the head. There aren't enough close-range enemies to warrant prolonged use of the EL-10 CAS or melee attacks, but a special effort can be made to score the "Like a Hurricane" challenge with the Goliath. Lastly, pay attention to the Psychic Link callouts on the maps, as there are 15 of them to find: a potential source of an easy 22,500 points!

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (15x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Hypersonic!!!	50 Slow-Mo kills.	10,000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000

Challenge	Task	Points
Covert Op	10 kills from Active Cover.	3000
Cover-Up Artist	25 kills from Active Cover.	6000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Sir Camp-A-Lot	Use cover for a total of 200 seconds.	1500
Headhunter	25 headshots.	2500
The Killer	50 kills in a row.	2500
The Standard	30 Briggs SMG kills.	3000
Like a Hurricane!	3 Goliath kills.	4000
Ghost	15 Schuller LDR50 kills.	4000

Fettel Scoring Strategy

There are two specific battles in the Slums where an efficient use of Fettel's ability to possess an enemy can rack up points. One is in the street leading to the statue plaza and the other is in the area by the communications outpost. Move swiftly from kill to kill, aim for the head, and collect the souls that appear to keep the possession alive for two minutes and to accumulate 15 or more kills. Monitor your challenge progress and mix in plenty of Fettel Blast kills to complete the "Little Brother" challenge. Many of the Psychic Link corpses will likely appear in different locations, as might the Alma Doll, so study the maps closely.

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (12x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Extended Stay	Remain in a single body for 2 minutes.	3000
Borrowed Time	30 total kills while possessing bodies.	5000
Rent-To-OWN!	50 total kills while possessing bodies.	10,000
Body Snatcher	Attain a total of 120 seconds of possession time.	2500
Head Intruder	Attain a total of 240 seconds of possession time.	3500
Showing Off	5 headshots during 1 possession.	3000

Challenge	Task	Points
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
The Standard	25 Briggs SMG kills.	3000
The Killer	50 kills in a row.	2500
Little Brother	20 Fettel Blast kills.	10,000
Headhunter	25 headshots.	2500
Covert Op	10 kills from Active Cover.	3000
Like a Hurricane!	3 Goliath kills.	4000

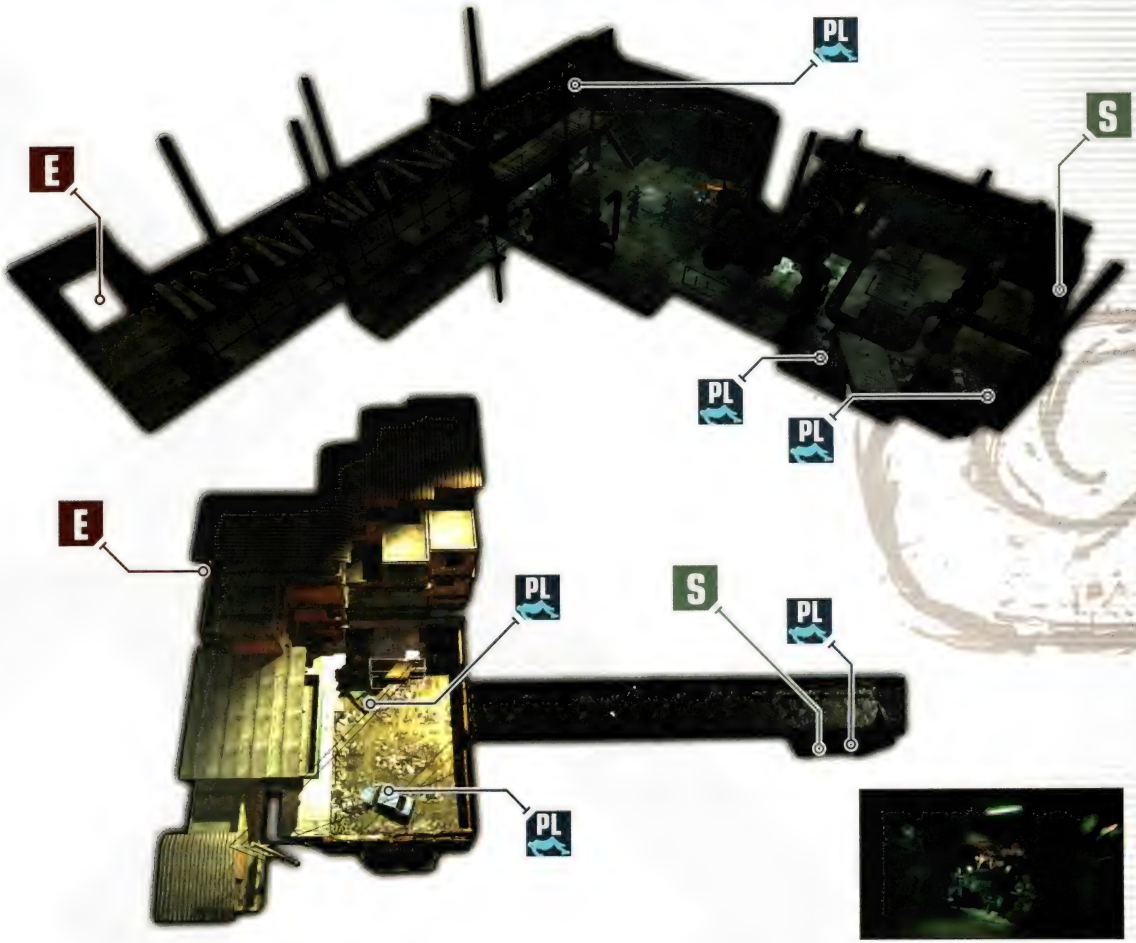
IN THE SEWERS

The explosion in the prison has plummeted Point Man into the sewers running deep below ground. The river of filth and debris leads to a nearby slum, where Point Man may find a way to freedom. First he needs a weapon, as the sudden collapse of the floor separated him from his guns and flashlight.

THE DETERMINED PSYCHIC

It's always a good idea to be cautious when exploring a new area and take your time, but there are no threats to Point Man in the sewers. Keep your eyes open for up to six possible Psychic Link corpses, but otherwise move fast to save time. Maximize your speed by performing a Slide Tackle at the end of Point Man's sprint animation (on the fourth step) to cover even more ground faster!

Wade through the muck to the ledge above the tunnel leading to the right. Drop off the edge and let the rays of daylight piercing the darkness be your guide. Continue around the bend towards the sounds of Armacham Grunts. Head up the steps on the right, at the far end of this second tunnel, and turn left to look for a possible Psychic Link corpse beyond the leaking steam. Point Man will acquire a flashlight and pistol from this second corpse.



Cross the metal catwalk within the sewer facility while keeping your eyes peeled for Psychic Link corpses near the toolbox. Push the door open at the end of this chamber—Point Man will be immediately accosted by several Armacham Grunts and knocked to the ground at gunpoint, but all is not lost. Inspect the corner of the room for a Psychic Link on the then reacquire a Briggs SMG from the deceased.

PSYCHIC LINKS MAY DIFFER

The quantity and location of the Psychic Link corpses (and location of the Alma Doll) may seem to differ with each play through, including when you switch from Point Man to Fettel. Starting with the Slums, the Alma Doll location will be randomly chosen from five possible locations each time you play. Additionally, 15 Psychic Link corpse locations will be chosen at random from a possible 20. Many of the corpses will appear in the same familiar place, while others will be moved to new locations you may not have seen yet.

Cross the room to the steps in the corner and sprint the length of the narrow walkway between the various pipes and valves, to the next sewer tunnel. Mantle over the railing and drop into the sewer—look for a possible Psychic Link corpse before leaping over the railing, as there's no way to reach it if you leap first. Turn left, away from the sparking electrical wires beyond the grate, and climb the distant ladder to daylight. Search the abandoned cars in the cesspool for Psychic Links then drop into the sewer on the other side to continue.

The sewer exit isn't far now. Ascend the three steps leading into the room with the small fire and advance up the slope to the corpse. Load the Briggs SMG if necessary and have it ready to fire, then climb the ladder to the street above.

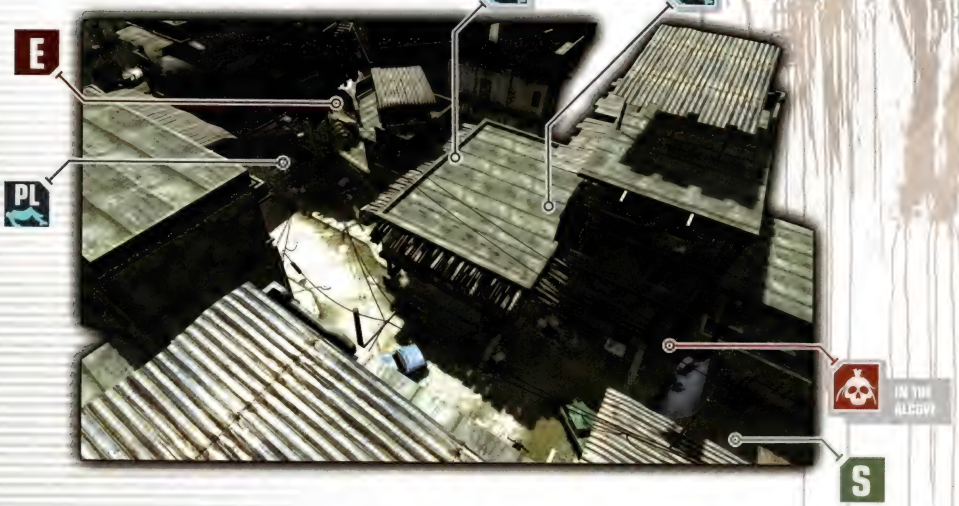
THROUGH THE SLUMS

Objective: Look for Transportation Out of the Slums

Point Man exits the sewer just a few steps from three unsuspecting Armacham Soldiers. Quickly throw a Frag Grenade at them then dash for cover on the porch to the right. Use Slow-Mo and the Briggs SMG to take out the enemies further up the street then round the corner back in the direction opposite the Armacham Soldiers to check for a Psychic Link inside the building at the back end of the road.

Advance to the pile of tires near the corner of the building. Peer out from behind Active Cover to spot the next wave of enemies; shoot those you can, but be ready to back away quickly to avoid any inbound grenades.

Use Active Cover to locate the next wave of enemies before they spot you.



AS PAXTON FETTEL...

Exit the sewer and immediately possess the right-most of the three soldiers up ahead. Use its Briggs SMG to open fire on the other two enemies. Burn out of the body and use Fettel's blast attack in conjunction with his suspend ability to eliminate the enemies further up the road. Wait for the Possession Meter to fully recharge then take possession of an enemy inside the restaurant. Equip it with both the Briggs SMG and EL-10 CAS and fight up the street to the plaza stairs, just as you had done as Point Man. This is an excellent location to earn many of Fettel's unique challenges including the "Extended Stay", "Time-Efficient" and "Showing Off" challenges.

PIZZA AND PRODUCE

Make sure no additional enemies are coming down the road then sprint across the street on an angle and take cover to the left of the cars, with a clear view into the pizzeria near the APC. Swap out the Strader Mk. VII for the EL-10 CAS shotgun in the gray shack near the green and blue cars, then gather up the ammo inside the pizza restaurant and exit via the back door.

Exit the pizzeria and dash across the alley to the auto repair shop on the left. Lob another grenade out the front of the shop, then use vending machine in the garage and stack of tires in the alley for cover. Shift back and forth between the alley and the garage interior for cover and eliminate the Armacham Grunts in the house across the street.

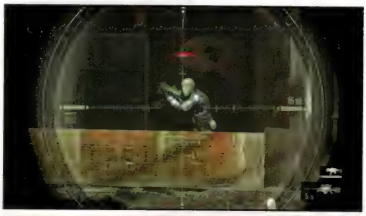
Finish off any other enemies in the immediate area, then duck into the fruit and vegetable shop on the right, via the back door where many of the enemies were firing from. Shoot or grenade the enemies in the main store; the area should be free of enemies, but there may be one or two moving in from the rear. An APC will arrive and deliver a second wave of soldiers that you must deal with.

Wait for the Slow-Mo Meter to replenish, then take cover behind a car in front of the produce shop. Use Slow-Mo and the Briggs SMG to pick off the enemies on the rooftops further up the road, to the right. The stairs on the right lead up to the Statue Plaza. Check for a corpse near the bus stop to perform another Psychic Link on before you continue.

STATUE PLAZA

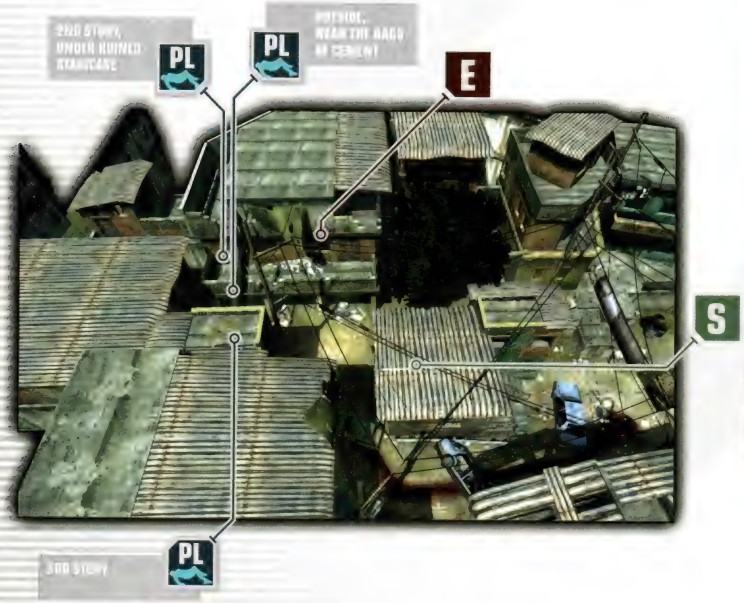
Ascend the steps to the gated fence near the plaza with the statue and immediately take cover. Armacham Grunts and Light Shotgun Soldiers are stationed in the house to the left, on the upper walkways to the left and right, and others will even advance on Point Man's position. Draw the shotgun and charge the house on the left. Kill the soldier just inside the entrance (near the toilet) and quickly round the corner to the right. Switch to the SMG and open fire on the enemies rappelling down from the chopper.

Head upstairs to the bedroom containing the Schuller LDR50 sniper rifle and swap out the shotgun for the sniper rifle. Open the door to the balcony and instantly scan the balconies across the plaza enemies. Snipe any stationary targets you can then switch back to the Briggs SMG and scan the center of the plaza. Target the explosive drum and propane tanks scattered around the plaza to make quick work of the other enemies.



KABOOM!

The gray and orange striped barrel at the base of the stairs across from your position is highly flammable. Watch for enemies to take cover behind the fruit stand in the center of the plaza, then detonate the barrel behind them for the instant kill. The propane tanks perched on the walls and balconies are also highly explosive.



STATE OF THE ART: BANG BANG

This is an excellent area to earn the State of the Art: Bang Bang Achievement/Trophy.

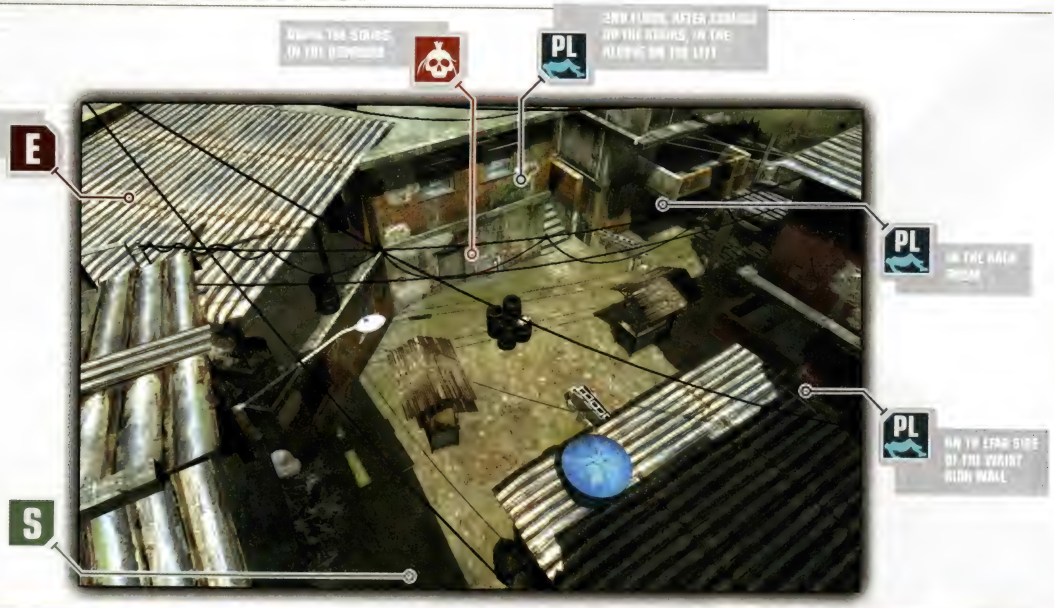
Clear the plaza of enemies then turn your attention to the bicycle shop just left of the barricade. One final enemy will exit this previously locked building and take aim on you from the stairs. Use the Schuller LDR50 to take him out. Climb the stairs near the "Mini Mercado" sign and search the area for a Psychic Link corpse to the right of market (one might also be inside the building). Gather up any dropped ammo and grenades and head up the stairs to the bicycle repair shop and go inside.

AS PAXTON FETTEL...

Use the Fettel Blast attack to kill off any enemies you encounter on the way inside the house to the left of the statue, then take possession of the soldier near the ammo crate on the second floor. Grab the Schuller LDR50 from the crate and go out onto the balcony to commence with the sniping. Leap down the stairs to gather up the souls to extend the possession. Switch to the Briggs SMG and polish off the enemy that exits the bicycle shop. Continue through the repair shop to the lot and apartment beyond.

Exit the bike shop and angle to the left to search for any of three possible Psychic Link corpses that might be in the vicinity of the scooter near the dead-end before proceeding deeper into the slums. Ascend the stairs to the left of the maroon and orange building and go inside. Search the room for grenades and ammo then drop through the hole in the floor to continue.

COMMUNICATIONS OUTPOST



FLANKING EXPLOSIONS

Not quick enough with the sniper rifle to pull off three headshots before Slow-Mo expires? No problem! Try to get a bead on the red fuel cylinder leaning against the wall to the left of the enemies, then shoot the propane tank atop the drum on the right. Two shots is easier than three, right?

Exit the house through the door near the kitchen and immediately activate Slow-Mo and shoulder the Schuller LDR50. Take out each of the three Armacham Soldiers on the upper level of the building across the dirt street before exiting the house. The soldiers will leap down to the street if you hesitate at all so be quick with your shots. Reinforcements approach from the houses to the right. Sweep through their ground floor interiors then ascend the concrete steps to the room where the first three soldiers were. Be warned that the second floor has a great number of explosives. If you head in there to fight, there's a chance enemy fire or grenades could ignite them and damage you. It's best to detonate the explosives before heading up there.

Take out these soldiers quickly!

Armacham security forces have assembled a communications outpost in the room overlooking the alley. The only way onward lies beyond the locked door near the stack of tires—kill the second wave of enemies that appears in the vicinity of the houses across the courtyard to draw additional troops up the stairs beyond the locked door. Beware of soldiers coming up the stairs from the street too, as the last thing you want is to be caught in crossfire.

AS PAXTON FETTEL...

The fighting near the communications outpost is an excellent spot to utilize Fettel's ability to suspend and throw explosive canisters and cylinders. Aim the reticle at the propane tank on the street and hold the Suspend button while aiming the reticle where you'd like to throw it. Press the Throw Grenade button to hurl the explosive container at a group of enemies. Take possession of one of the soldiers in the street and sweep through the buildings opposite the stairs to clean out the Armacham Soldiers there. Cut from room to room with Soldier Slide Kicks and the Briggs SMG. Clear out the second wave of enemies then open the door near the radio equipment and descend to the alley below.

Descend the stairs to the living area below the communications center and proceed past the television and out the door in the back of the house (first check for a possible Alma Doll in the bedroom). Climb the stone steps to the uphill slums and kill the enemies milling about before they notice your presence. Collect the two Zap Grenades from the ammo crate in the shack to the left. Use the Briggs SMG and EL-10 CAS to blast your way through the alley to the blue door in the far left corner.

MECH MULE TAKES POINT

Top off your ammo supplies from the crate on the left and listen to the distant radio communications to learn of the Mech Mule (you must have heard or saw it earlier) due inbound momentarily. Cut through the ramshackle structure adjacent the one with the ammo crate to reach the street. Quickly turn to the right and sprint up the stairs through the doorway adjacent the one you exit.

Swap out the shotgun for the Goliath rocket-launcher at the upper landing and take cover behind the barrel. The Goliath only comes with two rockets, so make these shots count! Wait for the Mech Mule to get within range and toss a Zap Grenade down at it. The Zap Grenade will temporarily immobilize the Mech Mule and short-circuit its weapons systems. Pop out of cover, shoulder the Goliath, and loose a rocket. Back out of sight while Point Man reloads the Goliath then repeat the attack.

IN THE ALLEY

You can't face the Mech Mule head on at this point of the game. The soldiers and its weaponry will quickly kill you. If you weren't accurate enough with your rockets, look for the other rocket launcher in the area. One is above the garage, the other is at the top of the stairwell just after the entrance.

LIKE A HURRICANE!

The Mech Mule will take both of the Goliath's rockets to destroy it, but it's still possible to score three kills with the weapon and earn the 4,000 bonus points the "Like a Hurricane" challenge awards. Use the Goliath on the second floor of the auto repair shop to take out the Armacham Soldiers on the roof across the street. Goliaths aren't just for Power Armor!

A half-dozen soldiers will flood the street after the Mech Mule is destroyed. Exit your perch in the narrow building and use Slow-Mo and Active Cover to cull the enemy forces in the street. Climb the stairs inside the auto repair shop (back right corner) to find a second Goliath. Take cover behind the windowless opening and use it to blow up the Armacham Grunts beyond the gate near the armored personnel carrier. This additional wave of enemies will not unlock the gate until all previous foes have been dispatched.

AS PAXTON FETTEL...

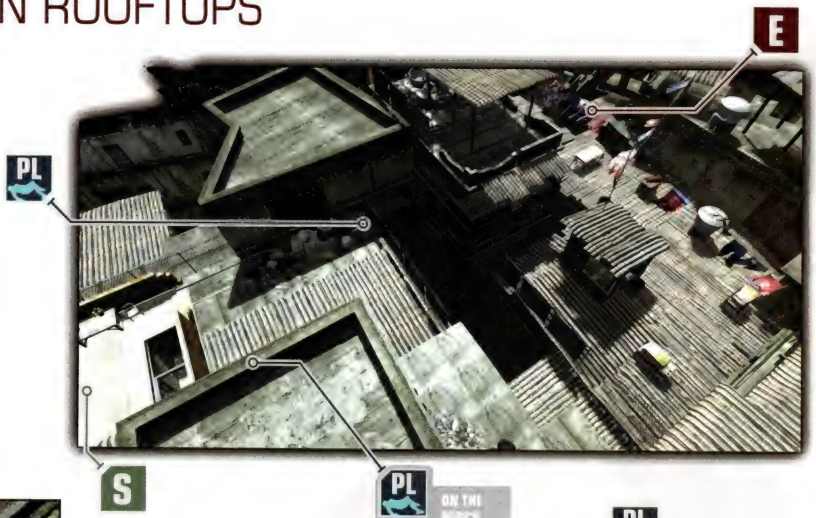
Allow the Possession Meter to fully replenish while you kill the first one or two soldiers with Fettel Blast attacks. Hold off possessing an enemy until the Mech Mule is well within sight, then possess a soldier nearest the ammo crate across the street. Grab the Zap Grenades from the crate, then rush into the green building and up the stairs to the first Goliath. Ascend the stairs, grab the rocket launcher and use the two rockets (and a grenade if necessary) to take out the Mech Mule. Immediately burn out of the body to preserve the Possession Meter. Descend the stairs and fight towards the auto repair shop. Possess an enemy there en route to the second floor and use the second Goliath to complete the "Like a Hurricane" challenge. This should also put you close to the "Borrowed Time" challenge.

The block of shacks and concrete dwellings beyond this gate is set up like a very small grid. Stay close to the gate and eliminate the distant enemies on the balconies with Slow-Mo headshots from the Briggs SMG. Watch for others to scamper across the rooftops and target the fuel drums as they rush past. Move in a zigzag pattern to sweep the area clean of Armacham Grunts. Play the angles to present as small of a target as possible and quickly duck behind cover or deeper into a side alley upon taking damage. Look for Psychic Link corpses in the corners of the area and inside buildings marked on the map, then climb the stairs to the house above. Continue onto the roof via the stairs in the back of the house.

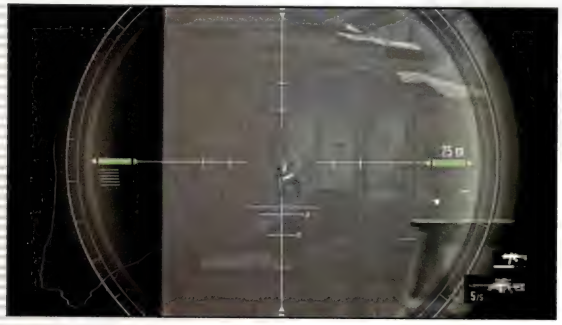
SHANTYTOWN ROOFTOPS

Objective: Commandeer the Armacham Helicopter

Swap either weapon for the Schuller LDR50 on the rooftop and round the corner towards the helicopter. Grab the grenade from the porch on the left and cross the bridge to the hole in the fence. The chopper deploys a Phase Caster onto the rooftop directly ahead. Phase Casters continuously summon enemies into the area—you must fend off the ceaseless supply of Armacham Grunts while trying to kill the Phase Caster.



Take cover beyond the hole in the fence and use a grenade and your non-sniping weapon to take out the first wave of soldiers. Additional troops will materialize on the balconies overlooking this large area of the roof. Snipe any distant enemies you can get a clean shot on then take off running on a slight angle to the left, towards the line of hanging laundry. Cross the makeshift bridge to the adjacent balcony, climb over the wall to the right, and sprint for cover near the ammo crate to the left.



Stay tucked in this corner until the last of the close-range enemies have been dispatched. Switch to the sniper rifle, lean out from cover, and snipe any enemies you see on the roof to the left. Look for an opportunity to detonate the propane tank as an explosive trap.

AS PAXTON FETTEL...

Possess the first enemy summoned by the Phase Caster and use its SMG to fight clear of the first roof and towards the small bridge leading to the building with the balcony. Lob a Frag Grenade at the next batch of enemies, gather up the souls to replenish the Possession Meter then burn out of the body.

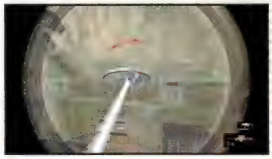
Take cover near the ammo crate while the Possession Meter refills then possess a body, take the Schuller LDR50 from the ammo crate and move into position. Take the shots you get, then burn out, kill the enemies up the ramp to the right, and take possession of another enemy to commence sniping with the sniper rifle available in the upper ammo crate. Another option is to target the Phase Caster and take possession of it. Use the Phase Caster's beam weapon to finish off the Armacham Grunts then burn out of the body and board the chopper. Fettel can also possess one of the soldiers that appear close by the Phase Caster and attack it at close range, both in the soldier's body and as Fettel.

CHAPTER TIP

The battle against the Phase Caster becomes much easier by having Point Man focus on sniping the Armacham Grunts while Fettel first uses his suspend-and-throw ability to hurl the propane tanks at him, then moves in for the possession. Finish off the remaining enemies with the Arc Beam, then sprint to the chopper to clear the interval in record time.

Sprint up the ramp to the next roof and mantle the wall to the left for protection and possibly to find another Psychic Link corpse. Take cover behind this low level wall and take out the enemies spawned by the Phase Caster. The Phase Caster moves back and forth between the blue recycling bin on the left and the water tank to the right. The Phase Caster continues to summon other enemies into the fight, three at a time, while also using its Type 13 Arc Beam weapon to attack.

The Phase Caster continues to call in reinforcements, then runs to another point, and call in reinforcements. This pattern repeats until he reaches the helicopter. The Phase Caster cannot be killed until he reaches this point; in fact, it's not necessary to kill the Phase Caster to complete the level. If you want to take down the Phase Caster, use the sniper rifle, remain patient, and take aim on its head. It takes four headshots with the Schuller LDR50 to down the Phase Caster. If you're close to achieving any challenges, especially the weapons ones, allow the Phase Caster to call in more waves to give you fodder to reach it.



CRUMBLING COVER

The Schuller LDR50 is powerful enough to knock the loosely-placed bricks out of the rooftop ledge where the Phase Caster is. Give yourself a clearer shot by firing a round or two at the stone blocks making up the wall.

Whether or not you took down the Phase Caster, cross the bridge and either climb the ladder or quickly leap up the stack of wooden pallets to the next level. Continue ascending to the uppermost roof and sprint for the chopper to exit the interval.

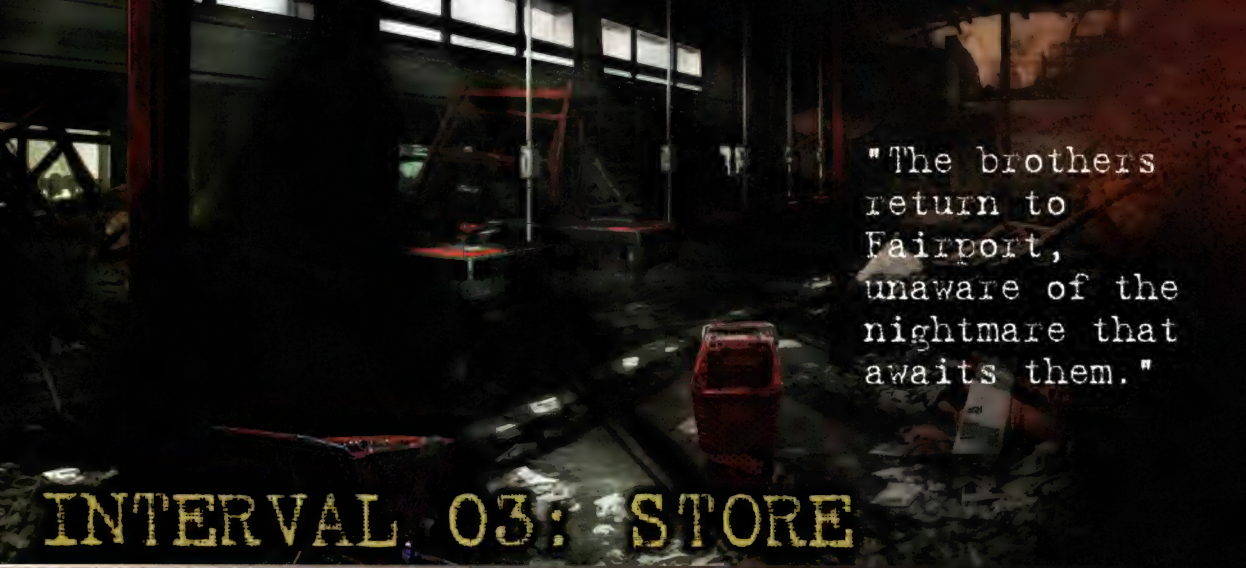
VARIABLE ENCOUNTERS

Battles against Phase Casters here and in upcoming intervals always have an element of variability. The Phase Caster uses multiple spawn points when summoning soldiers into battle.

ACHIEVEMENT

GET TO THE CHOPPER

Exit the sewers and fight through the slums to escape. Use the Goliath and Zap Grenades to defeat the Mech Mule encountered in the street, then put the Schuller LDR50 to use against the Phase Caster on the rooftops near the helicopter. Rush to the chopper to escape.

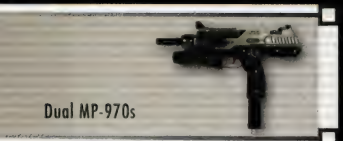


"The brothers return to Fairport, unaware of the nightmare that awaits them."

INTERVAL 03: STORE

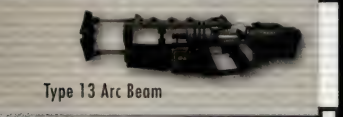
HAVING CRASHED INSIDE A MASSIVE RETAIL STORE, FIND YOUR WAY THROUGH THE MAZE OF SHELVING AND UTILITY HALLWAYS TO DISCOVER THE FATE OF THE CITIZENS OF FAIRPORT AS WELL AS A TERRIFYING NEW HORROR...

Recommended Weapons



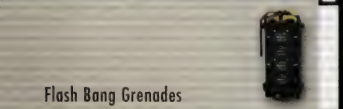
Dual MP-970s

Briggs SMG



Type 13 Arc Beam

Vollmer EL-10 CAS



Flash Bang Grenades

Frag Grenade

Hostiles Encountered

CULTIST

CULTIST (KNIFE THROWER)

SUICIDE CULTIST

ARMACHAM GRUNT

ARMACHAM LIGHT SHOTGUN SOLDIER

Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

STORE: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	20:00	25:00	27:00	30:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

Point Man Scoring Strategy

The quicker pace of the combat and swarming nature of the enemies limits the practical usage of Active Cover. Therefore, it's important that you make up for it by using plenty of Slow-Mo, earn the "Invincible" challenge and take full advantage of the various grenades available. Target the explosives on the Suicide Cultists to earn the "Detonation Expert" challenge and follow along with the tips for finding secret weapons to earn the "Bullet Hose" and "Laser Pointer" challenges. The Alma Doll can be quite tricky to find in this location, but it's worth the effort. Consult the maps as you proceed. The target time is set pretty low, but it's possible to sneak in under it provided you don't delay.

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (15x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Invincible	10 kills in a row without taking damage.	5000
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Covert Op	10 kills from Active Cover.	3000

Challenge	Task	Points
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Headhunter	25 headshots.	2500
The Killer	50 kills in a row.	2500
Hard Boiled	100 kills in a row.	10,000
Detonation Expert	5 kills by shooting explosives.	3000
Indecent Exposure	Blind 5 enemies with Flash Grenades.	2500
The Standard	30 Briggs SMG kills.	3000
Butcher	20 EL-10 CAS kills.	4500
Bullet Hose	20 Dual MP-970 kills.	3000
Laser Pointer	10 Arc Beam kills.	5000

Fettel Scoring Strategy

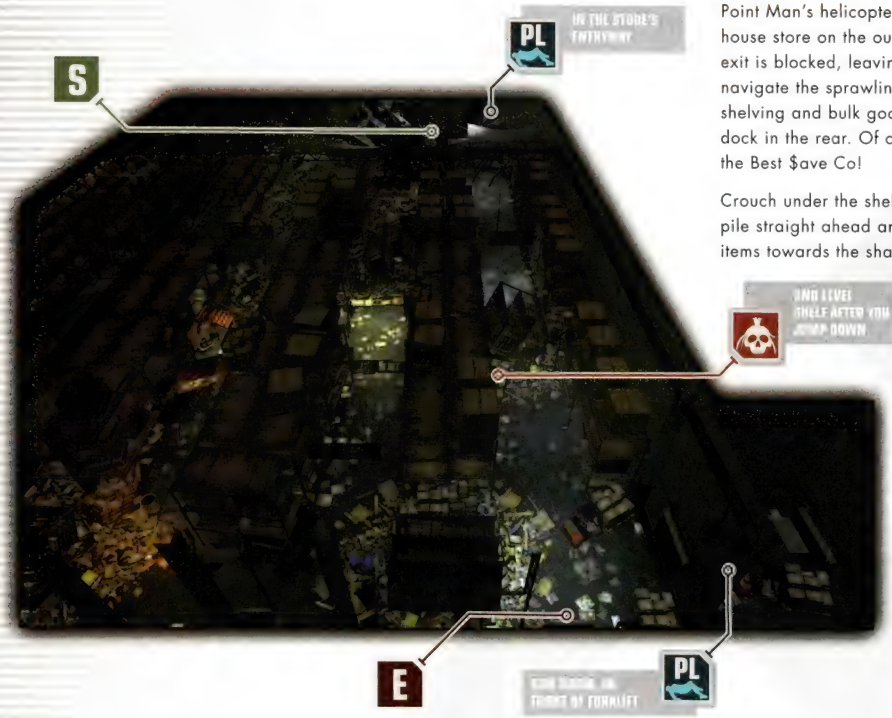
This is an entertaining interval to play as Fettel—and one that can yield a tremendous amount of points. The vast majority of the combat comes in bunches, and features Cultists. Take possession of a Cultist and use its melee weapon to dispatch the other melee assailants while gathering up their soul orbs to maximize the total possession time. Use the Fettel Blast attack on Suicide Cultists and those few individual enemies you encounter. The major encounters take place in the frozen foods section, in the gardening area, and in the clearance sale battle. In each of these, it's entirely possible to maintain a single possession if you desire, particularly if you have access to throwing knives, as it helps keep the Suicide Cultists at bay.

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (15x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Extended Stay	Remain in a single body for 2 minutes.	3000
Borrowed Time	30 total kills while possessing bodies.	5000
Rent-To-OWN!	50 total kills while possessing bodies.	10,000
Body Snatcher	Attain a total of 120 seconds of possession time.	2500
Head Intruder	Attain a total of 240 seconds of possession time.	3500

Challenge	Task	Points
Enemy Within	5 suicide kills.	1500
Showing Off	5 headshots during 1 possession.	3000
Invincible	10 kills in a row without taking damage.	5000
The Killer	50 kills in a row.	2500
Hard Boiled	100 kills in a row.	10,000
Detonation Expert	5 kills by shooting explosives.	3000
Little Brother	20 Fettel Blast kills.	10,000
Sweet Science	Kill 15 enemies with any melee attack.	3500

STORE ENTRANCE, GENERAL GOODS



Point Man's helicopter crash lands inside a warehouse store on the outskirts of Fairport. The main exit is blocked, leaving Point Man no choice but to navigate the sprawling facility's maze of oversized shelving and bulk goods en route to the loading dock in the rear. Of course, all is not as it seems at the Best $ave Co!

Crouch under the shelving to the right of the debris pile straight ahead and proceed past the falling items towards the shadows at the end of the aisle. Round the corner past the fire to the stairs leading up to the shelf on the left, where the first of many candle-lit altars lights the way. Cross the series of ladders to the upper shelf nearby the entrance to the employee breakroom and jump down.

The candles and gifts left on the shrine-like displays mark the path. Cross from shelf to shelf on the rickety ladder bridges.

FORKLIFT GARAGE

Use the button to the left of the breakroom doors to raise the rolling door. There may be find a Psychic Link corpse and some additional pistol ammo on the floor beside the forklift truck.

EMPLOYEE BREAKROOM

Objective: Search for an Exit Out of the Store

HIDDEN DUAL MP-970S!

Open the double doors to the breakroom and stop at the corner in the hallway. Use your pistol to shoot the slightly protruding ceiling tile in the ceiling near the women's restroom, to the right of the blood stain. The tile will fall to the floor, revealing a pair of MP-970s machine pistols! Equip them at once.

The grisly scene inside the ladies' restroom portends the horrors ahead. Draw your weapons and enter the men's room near the shopping carts. Continue through the massive hole in the wall to the locker and kitchen area. Exit via the door near the bulletin boards and continue through the hall to the blue doors leading back to the retail space.

The employees really need to do a better job of cleaning up after themselves.

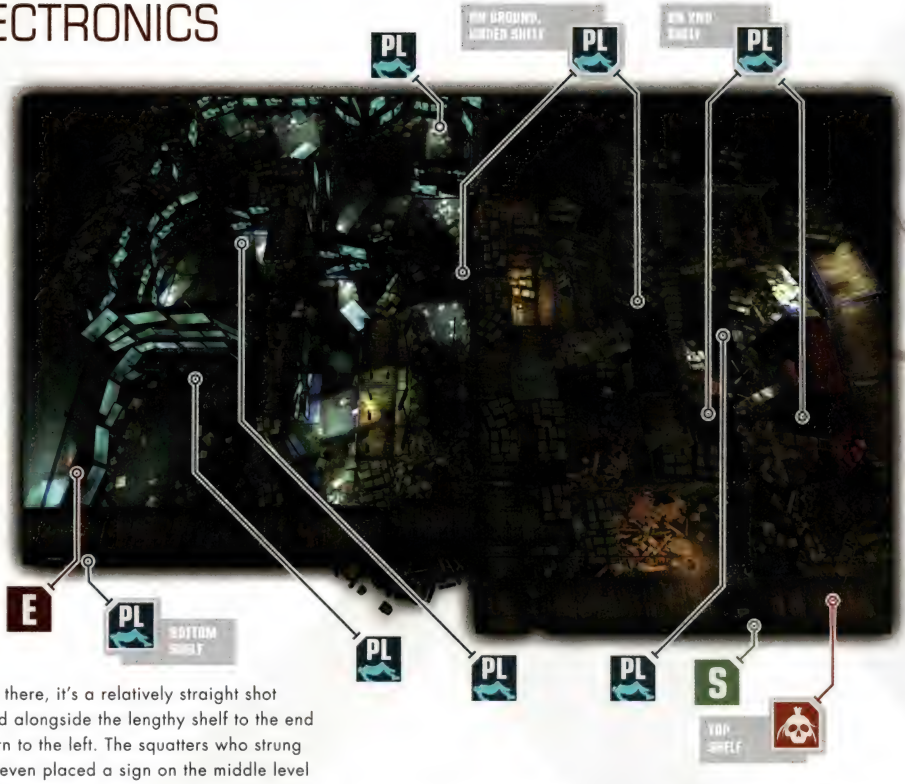
AS PAXTON FETTEL...

The initial foray through the general use portion of the store and the break room has but one enemy and can thus be played identically with Fettel as you did with Point Man, apart from finding the Dual MP-970s squirreled away in the ceiling. If he appears, take possession of the Armacham Grunt in the men's restroom and immediately burn out of the body. This will help get Fettel on his way to burning out of five enemies for the "Enemy Within" challenge. Continue through the hallway to the home electronics area and navigate the network of ladder bridges spanning the shelving to proceed towards the television display. Remember to consult the maps for possible Psychic Links and the Alma Doll.

HOME ELECTRONICS

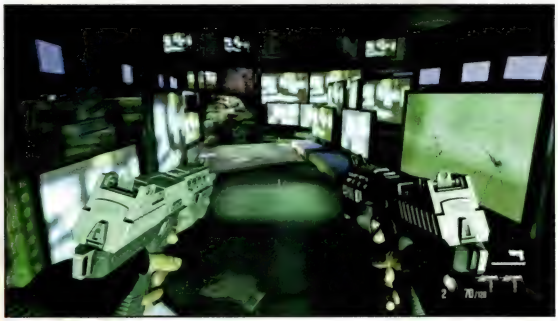
The path leading directly to the television display area is blocked with debris, thus forcing Point Man to snake over and through the towering shelves to the right. Use the network of crisscrossing ladders to explore each of the shelves for Psychic Links corpses while gradually advancing towards the dim blue glow of the monitors in the distance. There aren't any enemies to encounter amongst the shelves, but time is ticking so don't take too long.

The most direct path to the electronics area is to ascend the ladders back and forth across the aisle to the uppermost shelf. From there, it's a relatively straight shot towards the televisions. Head alongside the lengthy shelf to the end of the aisle and make a u-turn to the left. The squatters who strung these ladders together have even placed a sign on the middle level of the third row of shelves, for those who avoid the uppermost route.



Sprint through the meandering aisle of flatscreen televisions, while trying hard not to be distracted by the shadowy figures darting back and forth. Ignore the occasional toppling of a television and continue to where the aisle begins to narrow. Ascend the ramp up onto the fenced shelf and advance along the shelf to the right. Reload the MP-970s and leap down onto the floor.

The fastest way to the electronics department is up and over the tops of the shelves.



SHOOTS AND LADDERS

Drop from the upper shelves onto lower ladders to explore the middles of shelves that don't seem to otherwise be directly accessible. Don't miss the ladder leading from the middle shelf on the end of the aisle up to the shelf above the door you entered the area from—there might be an Alma Doll on top!

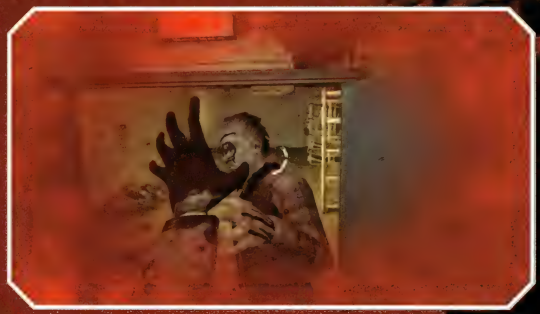
INTERVAL: STORE 03

Point Man is briefly trapped in a ring of televisions, but not for long. Pick up the Briggs SMG on the floor opposite the shelf and quickly back away. Three unarmed Cultists leap from behind the televisions and attack. Open fire, preferably with the Dual MP-970s if you have them. Slide Kick past any you fail to down before they get too close, then turn and finish him off. Two more enemies will attack near the televisions, then a final pair will burst from the doors beneath the exit sign. Keep your distance and continue to use the Dual MP-970s. The seventh and final enemy is wielding a wrench so be careful.

Most Cultists don't have a ranged attack, but they can move quickly and lunge a surprising distance. Stay out of their range and open fire, then Slide Kick past them!

AS PAXTON FETTEL...

The first three Cultists are all unarmed so it doesn't matter which of the three you possesses. Click the melee button to perform mauling attacks on the other Cultists. It typically takes two melee attacks to down a Cultist. The second group of Cultists to attack contains one with an axe, so be on guard. It's entirely possible to maul both of them quickly, but this can be risky on harder difficulty settings. Instead, burn out of the previous body and either take possession of the one with the melee weapon or use Fettel's suspension and Blast attacks to disable it. It's worth staying inside the body through the halls to the frozen foods area even though there are no enemies in the area, as this helps earn the "Body Snatcher" challenge award.



HALLWAY TO REFRIGERATION

Exit the electronics area via the doors the Cultists opened and proceed through the hallway towards the refrigerated foods area of the store. Continue through the brown door near the emergency exit sign and follow the overhead signs marked "Refrigeration."

VARIABLE ENCOUNTERS

In the area leading up Grocer's Freezer watch for either Slow-Mo glass shattering or an Adult Alma sighting. In the Grocer's Freezer area different Cultists that pretend to be dead may rise to attack.

SECRET AMMO STASH

Target the fire extinguisher on the floor near the rolling metal door. The explosion ruptures the door and grants access to a room with several ammo crates containing an additional Frag Grenade, pistol, Briggs SMG, and two additional sets of Dual MP-970s! Backtrack to the previous hallway if you want, but there's no need. Both routes lead to the same area: keep following those overhead signs, then press the green button to raise the rolling door.

IN YOUR GROCER'S FREEZER

The frozen foods section of the store is hemmed in by massive piles of debris. It's somtimes possible to go around the freezer units at the end of the aisle, but the only way forward is often straight through the freezers. Watch for Cultists leaping up to attack after feigning death. Follow the serpentine path through the aisles while searching inside each of the freezers for a Psychic Link corpse, as there are several in this area.

Go ahead and shoot through the glass doors of the freezer to create your own shortcut or to access any Psychic Links you see on ice.

SLOW SHADOWS BRING A QUICK DEATH

Pay attention to the shadows on the floor as you round the end of the aisles as one of the towering sections of shelving is set to fall over. Quickly run out of the way as soon as you notice the shadow's edge advancing along the floor.

The falling shelving created an impassable blockage—Point Man has no choice but to continue deeper into the Cultists' lair. A dozen Cultists are set to attack at the end of the aisle opposite the falling shelving so be ready. They'll attack from both sides, emerging from the freezers that hem in the area. Try to keep your back to the debris, use Slow-Mo to slow the Cultists, and Slide Kick any that get too close. Consider sprinting back towards the fallen shelving to create additional space between Point Man and the Cultists.

The Slide Kick is a great way to beat back a nearby enemy while also putting some distance between Point Man and the others.

AS PAXTON FETTEL...

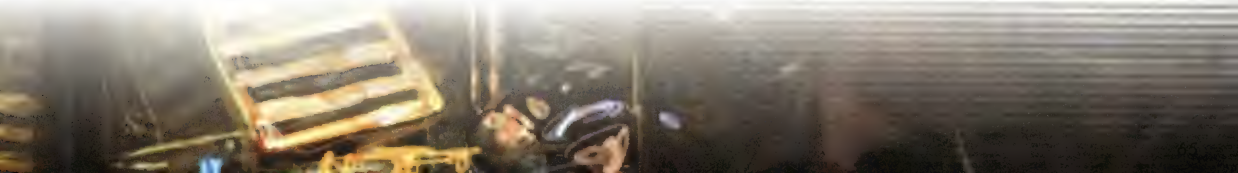
The battle near the freezers is great for not only racking up time in a possessed body, but for also earning the "Sweet Science" challenge. Take possession of the first Cultist you encounter with a melee weapon and start swinging. Fettel can't perform body-to-body possessions, but he can switch weapons. Be on the lookout for an enemy with a crowbar and either take possession of it or swap out the wrench or axe for the crowbar. Rack up 20 kills with the crowbar to unlock the "Head Crab Removal" Achievement/Trophy.

COLD BLOODED IN BATTLE

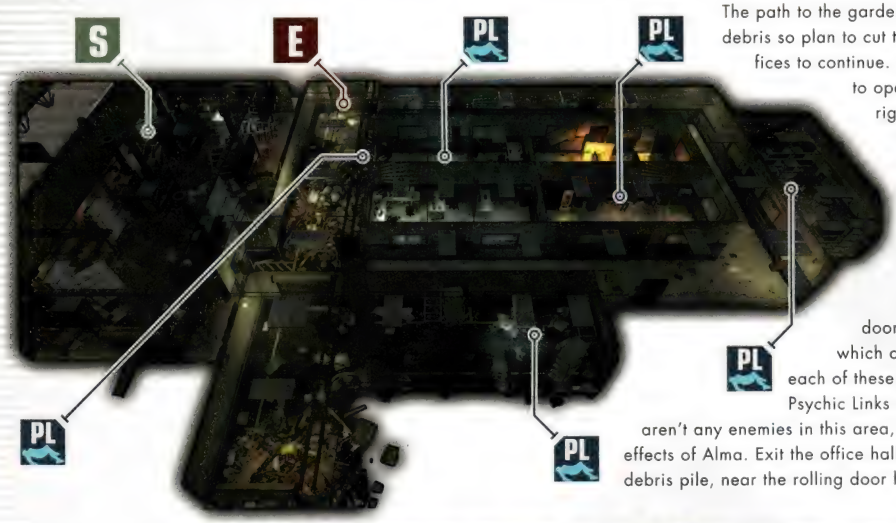
It is possible to enter the freezer at the back of the Refrigeration Combat section. Once inside, the Cultists who charge after you will be funneled through the door, making easier to dispatch them.

Enter the freezer near the blue flares and advance along the interior of the freezer to the opening on the far end. Three more Cultists come running as soon as Point Man exits the freezer so be ready for it. Continue through the large brightly-lit freezer at the end of the aisle to the fog-draped packing area and offices beyond. Watch out for Cultists "playing dead" in the fog; they'll leap up and attack when you least expect it.

The floor ahead is covered in a thick fog. Watch for Cultists lying on the ground, pretending to be dead!



THROUGH THE MANAGERIAL OFFICES



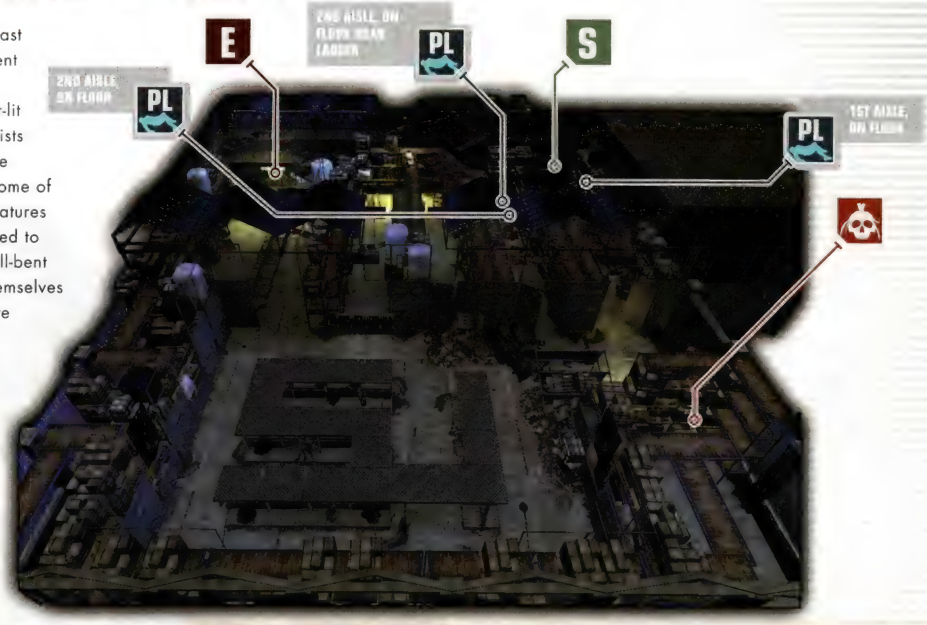
The path to the garden center is blocked with debris so plan to cut through the managerial offices to continue. First press the green button to open the rolling door on the right; search the shelves near the flickering light to find a Frag Grenade and Flash Bang then return the way you came and enter the offices.

The main hallway through this area has numerous doors on either side, many of which can be opened. Search each of these interior offices for possible Psychic Links and additional ammo. There aren't any enemies in this area, save for the psychological effects of Alma. Exit the office hallway on the other side of the debris pile, near the rolling door leading to the garden center.

It only takes a few seconds to search the offices and stock room for Psychic Links and the 1500 points each of them are worth more than offsets the 20 points per second under the target time.

GARDENING AT NIGHT

Head down the aisle past the gardening equipment to the large swinging doors near the brighter-lit area. Two Suicide Cultists emerge from behind the curtains draped over some of the shelving. These creatures have explosives strapped to their chests and are hell-bent on blowing up both themselves and Point Man. Activate Slow-Mo and rapidly back away while firing on them. Aim for the blinking red light on their explosives to detonate the bombs from a safe-distance. One or two bullets is all it takes!



THE DOLL BEHIND THE CURTAIN

Brush aside the curtains hanging down over the shelving in the garden center to take a look behind those you can reach. There's often an Alma Doll behind the one furthest to the left.

The Suicide Cultists have a blast radius similar to that of a Frag Grenade so keep your distance!

AS PAXTON FETTEL...

Fettel's Blast attack works wonders against Suicide Cultists. Just aim the reticle at the vest as you would with a weapon and press the Fire button. This is a great way to earn the "Detonation Expert" and "Little Brother" challenges. Don't forget to suspend any Suicide Cultists that get a little too close, as this buys Fettel time to back away. While it is possible to possess a Suicide Cultist (and you should at least once—it's fun!) this isn't the best use of the Possession Meter.

Go across the tops of the shelves to the potted plants area, but allow the Possession Meter to recharge fully before leaping over the fence. Use the battle at the end of the gardening area to showcase Fettel's abilities. Take possession of Cultist armed with a crowbar (headcrabs, anyone?), use the Fettel Blast attack to earn the "Little Brother" challenge points, and even take possession of a Suicide Cultist or two for some suicide-bombing of your own. This is a fun battle as Fettel and perfect for spending time inside Cultists. Additionally, it's possible to use the knives sticking out of the wood to throw at the other Cultists once in possession of one.

It's better to jump off the shelves than be caught in a Suicide Cultist's blast. Stay on the move and always aim for the explosives!

Enter the second aisle near the crashed APC and proceed to the debris pile at the far end. Turn to the right and climb the ladder on the end of the shelving near the landscaping sign. A number of Cultists and Suicide Cultists will quickly flock to Point Man's position. Open fire on the Suicide Cultists to detonate their explosive packs, preferably while other Cultists are close by.

Use the Cultist's makeshift network of ladder bridges to cross the tops of the shelving structures to the right and either leap down (which results in some fall damage) or use the ladders. More enemies will attack once Point Man is on the ground, but it's nothing the Briggs SMG and a Frag Grenade can't handle. Look for Psychic Links in these aisles before using the ramp to jump the fence to the potted plants display—there's no coming back once you cross over that fence.

Flash Bang Grenades serve to stun the fast-moving Cultists, buying you precious time to back away.

The gate to the right if padlocked tight, but only for now. A massive horde of Cultists and Suicide Cultists are set to attack at close range. Make sure both weapons are loaded and begin running the perimeter of the enclosed area looking for the first sign of enemies. Many will come from the area to the left of the locked gate—use Flash Bang Grenades to stun the melee Cultists, thereby giving yourself some time to focus on the Suicide Cultists that appear. Stay on the move and look for ammo pick-ups scattered around the area, undoubtedly the remains of past battles between Armacham forces and the Cultists.

Wondering what the bright flash of light was? Press the green button to find out.

The final pairing of Suicide Enemies approaches from the far side of the locked gate and shakes it back and forth. Target the explosive vests they wear to blow them up along with the locked fence. Cross the final area of the garden center and open the rolling door to go back inside.

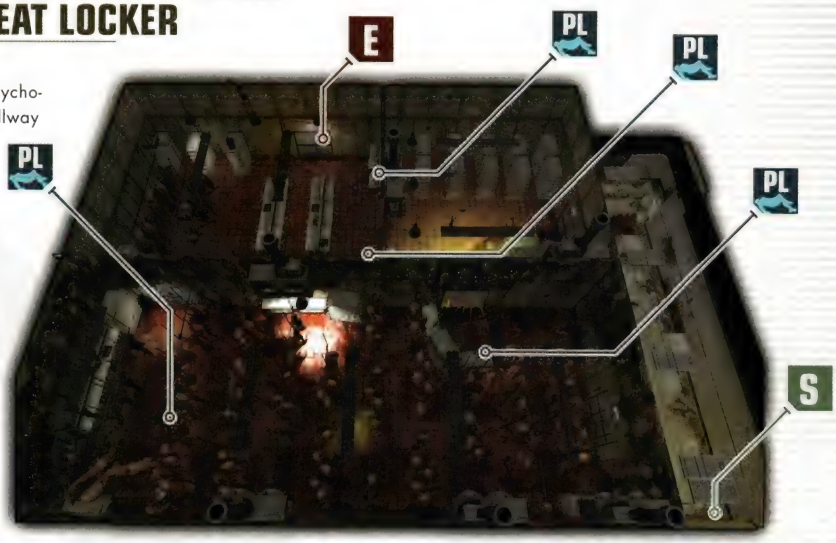
CO-OP TIP

Ammo isn't a concern during single player, but it is in limited quantities during co-op. This becomes evident during the scene within the garden center, near the potted plants. Fortunately, Fettel can take possession of an enemy high atop the lattice to gain access to additional ammo reserves. Burn out of the body then suspend ammo and drop it on the floor below for Point Man.

MEAT AND DELI

THROUGH THE MEAT LOCKER

Point Man is confronted with a psychological attack as he enters the hallway leading to the butcher's area. An entity known only as the Creep appears out of the dark and overwhelms Point Man with visions of his past—memories of Harlan Wade. The vision is brief and physically harmless. Afterwards, Point Man is teleported closer to the entrance to the meat and deli area.



CEILING TILE PUZZLE

There are four ceiling tiles in this hallway that, when shot in the correct order, spawn a Type 13 Arc Beam in the corner of the hall. After the encounter with the Creep, head back down the hall towards the doors from the garden center and turn around to begin the puzzle.

Tile #1: Shoot the third tile from the left-hand wall, in line with the "Employees Only" sign near the door.

Tile #3: Next shoot the tile nearest the left-hand wall, one row before reaching the first part of the massive blood stain. It's three rows past the second tile.

Tile #2: Shoot the fourth tile from the left, two rows past the first tile you shot. This tile is adjacent three missing tiles.

Tile #4: Now face the overhead meat and deli sign and count four tiles back from the word "meat" and shoot this tile.

Shoot the four tiles in the order described then turn the corner past the entrance to the meat and deli area to find a golden Type 13 Arc Beam on the floor. Swap out the Dual MP-970s for the Arc Beam.

Enter the meat locker through the flaps of plastic on the left and snake through the hanging slabs of beef. There aren't any enemies in the area so search for Psychic Links and to take in the disorienting atmosphere. Weave past the hanging sides of cattle and the occasional Cultist and exit via the blue doors in the far corner. The deli area is up ahead, through the next set of doors.

Know where I can get a good burger?

ACHIEVEMENT

YO, ADRIAN!

Eye of the tiger, Point Man, eye of the tiger! Melee a side of beef while you're inside the meat locker to unlock this pugilistic bonus.

Load up on Briggs SMG ammo inside the deli's kitchen and collect the Frag Grenades from the sink on the left. The deli section of the store is home to a special breed of Cultist that attack by throwing an endless supply of knives with deadly accuracy. This is where it really pays to have the Type 13 Arc Beam! Try to get behind cover and open fire with the beam weapon—hold the trigger down until there is a flash of light and the target begins to catch fire.

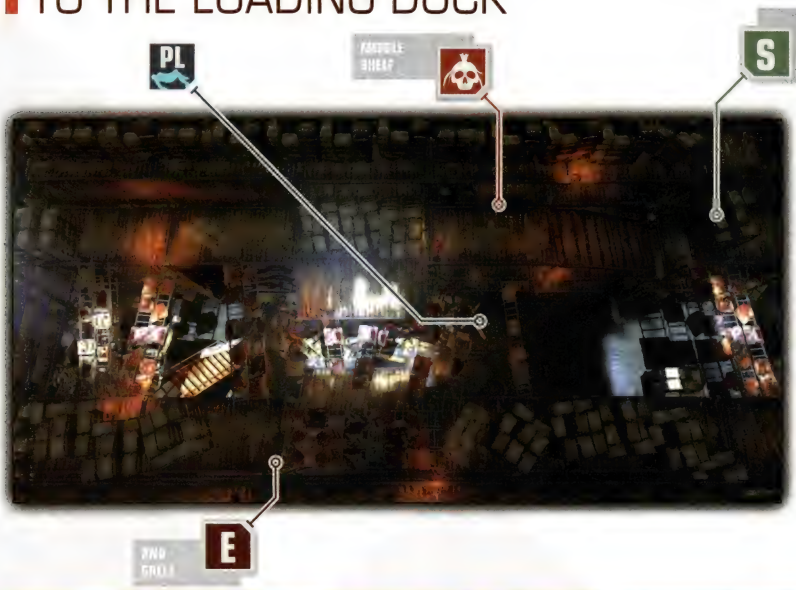
Suicide Cultists and normal, crazed, melee Cultists will attack at close range once Point Man's presence is known. Take out the knife-throwing Cultist on the shelves in the distance then back away (into the kitchen area) while using the beam weapon on the enemies on the floor. The doors will stay open, allowing you to force those enemies attacking at close-range to funnel through the doors to the kitchen. This also serves as protection from the knife-tossers up on the shelves. Exit the kitchen prep area and continue past the refrigerated displays to the torch-lit ramps leading up onto the shelves.

The beam will branch from one enemy to another and can be used to kill multiple enemies simultaneously. Hold the trigger until they burst into flames.

AS PAXTON FETTEL...

Take possession of one of the knife-throwing Cultists atop the shelves then use the safety of this elevated perch to take out the other Cultists in the area. Start with the other knife throwers, then focus on the ones on the floor. The Suicide Cultists and others may be hesitant to charge the area if you're not on the floor, so leap down if no enemies appear. Return to the kitchen area to force the Cultists to funnel through the doorway, thus making it easier to hit them with the knives. There's plenty more opportunity for some knife-throwing kills during the trek across the shelving leading to the clearance area.

TO THE LOADING DOCK



Cross the ramp to the shelving and drop onto the floor near the Vollmer EL-10 CAS. Swap out the beam weapon for it, assuming you're out of ammo for the latter. The overhead ladder bridges are home to several knife-throwing Cultists capable of inflicting significant damage. Take cover under a shelf and use the Briggs SMG and Slow-Mo to take them out one by one as you cross back and forth on the ladders. Ascend to the upper level of shelving, near the torches, and eliminate the remaining knife-throwers. A small group of Suicide Cultists will attack on the upper level, so be prepared.

BLOOD ON THE SCREEN

Pay close attention to the damage indicators that appear on-screen, else you may not even be aware that you're getting attacked. Knife-throwing Cultists are stealthy in that regard. Use the damage direction indicator to get a bead on the enemy's whereabouts and quickly take cover.

Cross the angled ramp back to the second highest shelf on the right and collect the shotgun and SMG ammo on the way to the flickering television. Drop briefly to the floor at the end of the aisle then continue up the orange steps to the next section of shelves and ladders, and several more knife-throwing Cultists. Eliminate the final handful of Cultists while crossing back and forth the last section of shelving. Drop to the floor and head up the sloping pile of debris near the sign leading to the loading dock.

The shotgun comes in handy if you get really close to a knife-throwing Cultist, otherwise stick to the Briggs SMG.

CLEARANCE SALE BRAWL

Gather the ammo scattered on the floor of this area draped with clearance sale banners and approach the cradle rocking eerily side to side atop the pile of debris (there aren't any Psychic Links in this area so resist the temptation to search). Point Man will be knocked backwards as the cradle erupts into flame—of far greater significance is the crush of Cultists set to flood this arena-like setting.

Stick to the outer perimeter of the clearance area to avoid being surrounded. Stay on the move and use the shotgun to complete the Butcher challenge.

Over two dozen Cultists and Suicide Cultists are set to pour into the area from all directions. Stay on the move, keep to the perimeter of the area, and use the Vollmer EL-10 CAS to blast away at the enemies as they draw near. This is the perfect opportunity to earn the "Butcher" challenge award, along with the "Supersonic!" challenge if you haven't already. Try to aim for the individual Cultists with the shotgun to ensure you don't simply kill everything by detonating the Suicide Cultist's explosives.

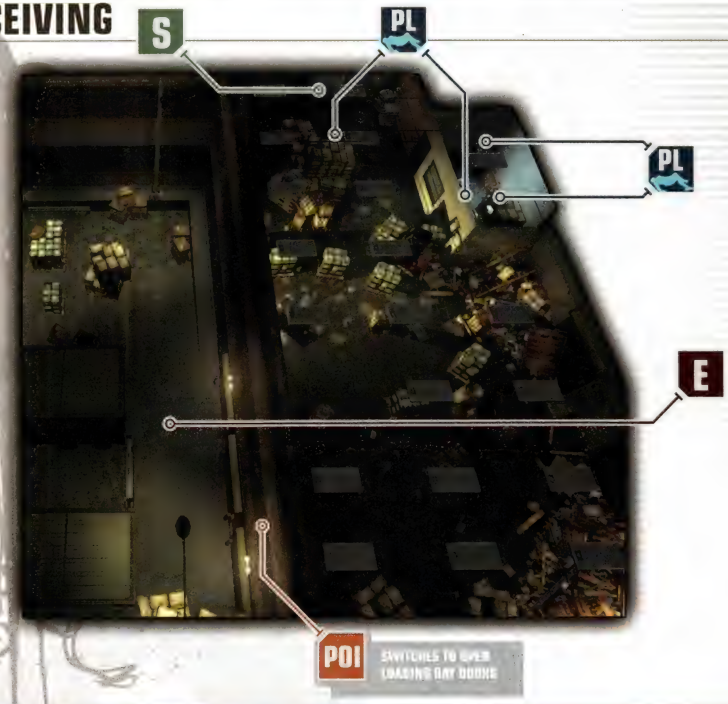
Several knife throwers enter the area from the doors on the far side of the room, but not until the last of the Suicide Cultists have been killed. Quickly throw a Flash Bang Grenade to stun them, then move in with the shotgun to finish them off.

Watch for the auto-save indicator in the upper right-hand corner, as this is your cue that the battle with the Cultists is over—now it's time to face Armacham's finest! Move into Active Cover behind a pallet of boxes and watch as the doors to the loading cut are blowtorched open. Use Slow-Mo to gun down the Light Shotgun Soldier that comes sprinting in for the close-range kill, then peek out of cover and take out the others near the door.

AS PAXTON FETTEL...

Approach the cradle to initiate the battle and take possession of the first Cultist that appears, as it more than likely is a knife-thrower. Having a ranged attack at your disposal is a huge advantage in this battle, as it helps to keep the Suicide Cultists at bay. Aim for the heads of enemies with the knives to earn the "Showing Off" challenge. Lastly, aiming the knives at the heads, arms, or legs of a Suicide Cultist knocks them backwards without detonating the explosive—this is a great way to give yourself a little breathing room should they get too close!

SHIPPING AND RECEIVING



Allow the Slow-Mo Meter to replenish then make your move on the loading dock. Take cover near the guns leaning against the boxes of Crossing Streams spring water and open fire on any heads visible in the distance. The Armacham Grunts in the area are too distracted by the Cultists to notice point Man at first—use this to your advantage and take aim on the explosive barrels on the far side of the room near the forklift trucks.

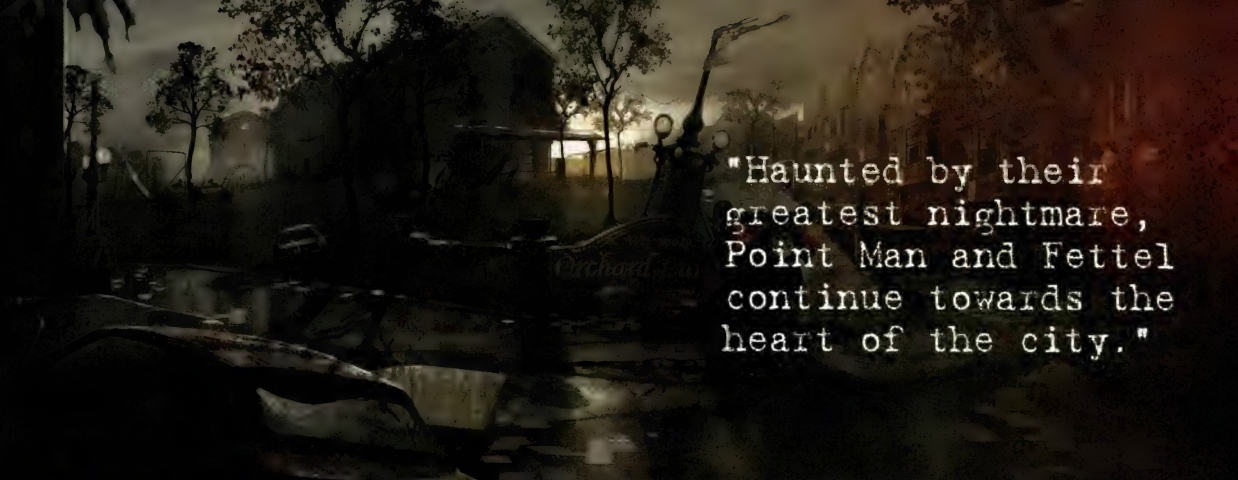
Give the room a thorough looking over for any Psychic Link corpses that may be present, particularly in the office to the left of where you entered. Once satisfied, head to the bay doors and press any of the green buttons to exit the Store once and for all.

Take aim on the orange striped barrels to take out multiple Cultists and Armacham Grunts in a single explosion!

ACHIEVEMENT

PAIN, IN BULK

Survive the journey through the Cultist-infested aisles of the warehouse store to reach the loading dock where Fettel awaits. Navigate the maze of ladders and shelving that lead the way through each of the colossal store's various departments.



"Haunted by their greatest nightmare, Point Man and Fettel continue towards the heart of the city."

INTERVAL 04: SUBURBS

WITNESS THE EXTENT OF THE HORRIFIC VIOLENCE IN SUBURBIA AS YOU DRAW EVER CLOSER TO JIN'S LOCATION, HUNTED BY BOTH ARMACHAM FORCES AS WELL AS THE MYSTERIOUS MONSTER FROM YOUR PAST...

Recommended Weapons

Hostiles Encountered

Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

STORE: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	25:00	35:00	40:00	45:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

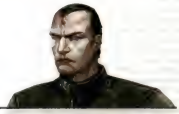
Point Man Scoring Strategy

There is no shortage of enemies in this interval. Point Man has all the time he needs to accumulate plenty of headshots, kills from Active Cover, and Slow-Mo kills. Make full use of the available grenades to complete Challenges for all three varieties, including the "Menage!" challenge. It's quite difficult to complete this interval under the target time on your first try so take your time and search for each of the Psychic Links. Lastly, stay in the Power Armor all the way to the power station so as to not interrupt the "Slaughter" challenge and be sure to perform at least five melee kills with the Power Armor for the "What?!" challenge.

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (15x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Invincible	10 kills in a row without taking damage.	5000
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
Covert Op	10 kills from Active Cover.	3000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Sir Camp-A-Lot	Use cover for a total of 200 seconds.	1500

Challenge	Task	Points
Headhunter	25 headshots.	2500
Executioner	50 headshots.	5000
The Killer	50 kills in a row.	2500
Hard Boiled	100 kills in a row.	10,000
Detonation Expert	5 kills by shooting explosives.	3000
Indecent Exposure	Blind 5 enemies with Flash Grenades.	2500
Hot Potato	10 Frag Grende kills.	3500
The Shocker	3 Shock Grenade kills.	1500
Menage!	3 kills with 1 explosion.	1500
Assault Pro	25 G3A3 AR kills.	3000
Butcher	20 EL-10 CAS kills.	4500
What?!	Melee or Stomp 5 enemies while in the PA or EPA.	2500
Slaughter	Kill 20 enemies in a PA or EPA without getting out.	5500



Fettel Scoring Strategy

Fettel can move quite quickly through this interval, given your prior experience playing as Point Man and his ability to take possession of the most dangerous foes, burn out of them, then quickly take possession of another. Search quickly for the Psychic Links and Alma Doll, but perhaps not as thoroughly as you did in the initial play-through. Try to spend as much time as possible in a possessed body, particularly early on in the street, in the backyards after the first trip through the townhomes, and then in the townhomes that follow the battle with the Mech Mule. Accumulate Fettel Blast kills along the trail and accumulate the final collection of headshots at the power station. Take possession of a Cultist in the townhome with the basement battle and look for a knife on the ground floor to wield. Fettel can accumulate a wealth of headshots, possession time, and possessed kills while tossing knives in the basement battle.

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (12x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Extended Stay	Remain in a single body for 2 minutes.	3000
Borrowed Time	30 total kills while possessing bodies.	5000
Rent-To-OWN!	50 total kills while possessing bodies.	10,000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
Body Snatcher	Attain a total of 120 seconds of possession time.	2500
Head Intruder	Attain a total of 240 seconds of possession time.	3500
Showing Off	5 headshots during 1 possession.	3000

Challenge	Task	Points
Invincible	10 kills in a row without taking damage.	5000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
The Killer	50 kills in a row.	2500
Hard Boiled	100 kills in a row.	10,000
Detonation Expert	5 kills by shooting explosives.	3000
Menage!	3 kills with 1 explosion.	1500
Headhunter	25 headshots.	2500
Executioner	50 headshots.	5000
The Standard	25 Briggs SMG kills.	3000
Hot Potato	10 Frag Grenade kills.	3500
Little Brother	20 Fettel Blast kills.	10,000
Sweet Science	Kill 15 enemies with any melee attack.	3500

FAIRPORT RIDGE TOWNHOMES

Objective: Find a Way Through the Townhomes

Armacham's security forces have been sweeping Fairport clear of all Cultists, an effort to cover their tracks before the national media gets word of what really happened—and what's become of the survivors. Unfortunately for Point Man and his brother, they must navigate the genocidal clean-up effort if they're to reach Jin.

Watch as the helicopter begins to open fire on the townhome across the street and use the brief distraction to advance on the Armacham Grunts in the street. Take cover and take them out with either the pistol or SMG. There aren't any Psychic Links or ammo caches to look for out on the street, but there is a sizable force of Armacham Grunts around the corner to the left. Take cover near the concrete barriers to the right of the APC and use Slow-Mo to take them out. Watch for inbound grenades—quickly mantle over the barrier you're behind and move in behind the next one to avoid the explosion.

The Briggs SMG is quite effective during the early goings of this interval, so use it instead of the pistol.

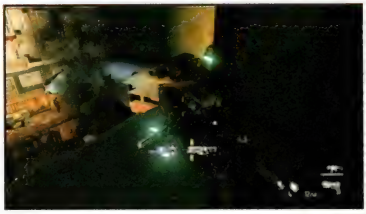
TOWNHOME LIVING

Each of the townhomes in this subdivision are three stories tall and have a shared wall with the adjacent unit. There is often a hole in the wall that allows Point Man—and the Cultists—to move from one home to the other. Try to get a feel for the size of each individual unit to avoid accidentally advancing into the next home before fully searching the previous one. When it comes to searching the homes for Psychic Links and ammo, keep in mind that doors with a doorknob can almost always be opened. Doors missing their doorknob cannot be opened.

AS PAXTON FETTEL...

Don't waste any time taking possession of an Armacham Grunt. Possess the first one you see, perform a back melee attack on the one nearby then rush past the APC and take cover near the concrete barriers. Take aim on the heads of the other Grunts in this area, as this is a prime time to complete the "Showing Off" challenge. Though there are no enemies in this first section of townhomes, go ahead and stay in the body for as long as possible to quicker earn the "Body Snatcher" challenge. There's plenty of time to allow the meter to fill up before reaching the backyard.

Enter the garage on the right and gather up the extra ammunition and Frag Grenades. Enter the home through the door and head up the stairs to the second floor. Circle around the debris to the hole in the shared wall and enter the next townhome. Not only is this particular unit in the process of burning down, but a Power Armor has crashed through the floor on the left. Ascend the stairs to the third floor and open the door to the right—this puts Point Man in what's left of the room directly above the disabled Power Armor. Swap out the pistol or SMG for the Rakow G3A3 AR and drop to the room below to check for a Psychic Link corpse near the wreckage before leaping down into the backyard.



The Rakow G3A3 AR has better range and power than the Briggs SMG and can decapitate an enemy with its three-round burst.

BACKYARD BATTLES

Use the fences for cover and strafe in and out of sight while firing on the first several Armacham Grunts. Watch for the Light Shotgun Soldier to appear, Slide Kick him as he gets close, then swap out your other weapon for the Vollmer EL-10 CAS. Loop around the yard to the right in search of Psychic Links and extra ammo, and take cover behind the piles of firewood. Additional Grunts will leap down from the balconies; lob a Frag Grenade at them as they fall.

Snake through the gaps in the fences to the yard with the shed. Take cover behind the air conditioning units and pick off the Grunts as they poke their heads out of cover. Some of the Grunts will flip over picnic tables for use as cover, so you may need to lob a Frag Grenade or two to flush them out safely.

It's important to pick your cover wisely. Look for solid objects like this air conditioning unit that are in positions that can't easily be flanked.

Climb up and over the toppled section of fence in the left corner of the yard and quickly loop through the ground floor of the townhome to the backyard where the two Light Shotgun Soldiers are. Lob a grenade at them then rush forward to take cover on the left. Toss a Flash Bang Grenade at the enemies near the shed to the left then pick them off with the assault rifle while they stand dazed in the smoke. Quickly cross the yard to the other townhomes, turn to the right, and use another Flash Bang Grenade to stun the Grunts climbing over the short fence. Gather up the ammo, look inside the shed for a possible Alma Doll, and proceed to the slanted table, serving as a ramp up and over the fence. Stand atop the table and snipe any Grunts in the next yard before leaping over the fence.

Don't hesitate to throw a Flash Bang Grenade at groups of enemies, then stand back and pick them off with the assault rifle.

The way out of this next yard isn't accessible yet, first Point Man has to defeat a half-dozen Armacham Soldiers and Mech Mule before the way out becomes clear. Stay near the townhomes on the right and use the air conditioning unit and fence for cover while eliminating the Grunts. Load up on ammo and grenades—particularly Zap Grenades—and pay close attention to the hill beyond the gazebo, as that's where more Grunts and the Mech Mule will originate.

GONE GRILLIN'

They'll be more useful for Fettel as projectiles, but Point Man can put the backyard propane tanks to use as well. Try to lure the Mech Mule towards one of them if you run out of grenades then open fire on the explosive canister to damage it. Just be careful to avoid being too close to a propane tank when the Mech Mule's mortars start flying!

The Mech Mule will quickly fire a barrage of mortars off its back that destroys the gazebo, so don't think about taking cover there. Instead, move up behind the shed or near the house by the hill. Armacham soldiers continue to drop off the balconies so you must keep an eye on them while battling the Mech Mule. The Mech Mule has a turret mounted atop it that's highly deadly, so it's important to make use of the Zap Grenades to short-circuit it. Fire on the Mech Mule with the assault rifle also helps, but it's best to first utilize the number of grenades available in ammo crates along the edge of the yard. A pair of grunts will knock down the fence to the right once the Mech Mule has been destroyed—proceed to the next yard and enter the townhome.

The Mech Mule is quite a bit tougher to deal with when there's no Goliath on hand. Quickly cycle between available grenade types and use Zap Grenades to stun it, then use your firearm to damage it. If you run out of Zap Grenades, use Frag Grenades. Don't use them both at the same time as a Frag Grenade will destroy the Zap Grenade, ending the stun cycle.

VARIABLE ENCOUNTERS

The second set of town houses after the Mech Mule battle has some surprises including a possible Alma sighting. The path you follow, and just how much you explore, affects what you will see.

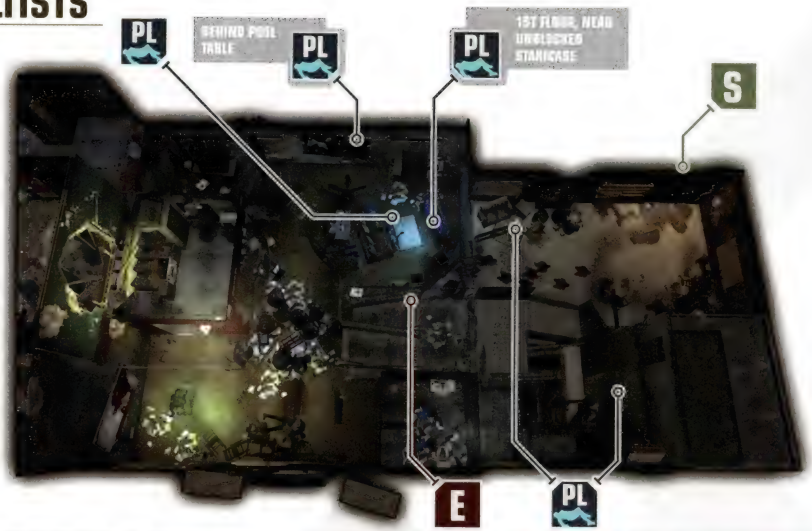
AS PAXTON FETTEL...

Take possession of an enemy right before climbing up the picnic table and jumping over the fence to where the Mech Mule will eventually attack. Use the enemy body to dispatch the Armacham Soldiers patrolling the area around the gazebo and collect the soul orbs they drop to try to keep the possession meter relatively full. Burn out of the body as soon as the Mech Mule appears and use Fettel's suspension ability to hurl each of the four propane tanks in the area at the Mech Mule once it breaks through the fence. There are two propane tanks to the right of the gazebo, one near the shed, and another one near the corner patio, at the end of the townhomes near where you climb over the fence.

Other enemies will likely enter the yard to support the Mech Mule before it's destroyed. Take possession of one of these other enemies and, now that you've weakened the Mech Mule with propane explosions, finish it off with Zap and Frag Grenades. If all else fails, burn out of the body and use the Fettel Blast attack.

HOMES OF THE CULTISTS

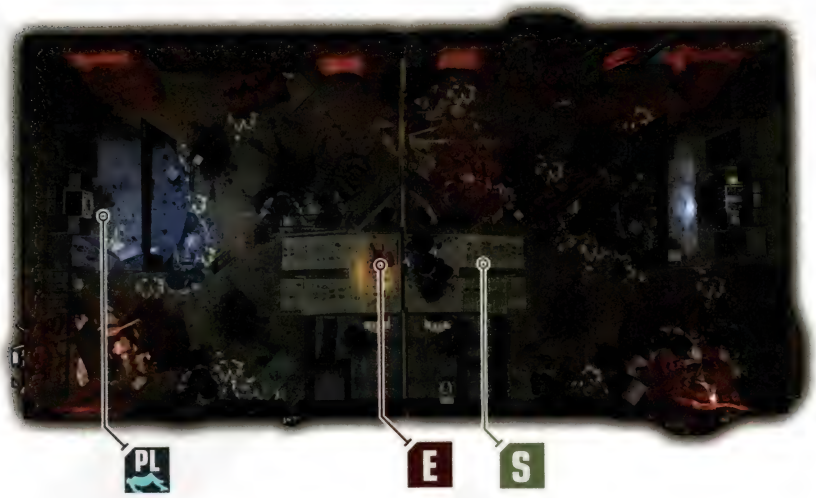
The wall collapses behind Point Man as he enters the townhome, effectively sealing him inside. Equip the shotgun and make a quick search of the ground floor for Psychic Links before ascending the stairs to the second floor, then again up to the third floor. The door straight ahead will fall open as you near, meanwhile the one to the left is locked. Enter the room opposite the stairs, where the hole in the shared wall is, and ready for a surprise attack—a Cultist was waiting in that locked bathroom to attack. Search the area for Psychic Links and a possible Alma Doll before going through the hole in the wall.



There are a number of Psychic Link corpses in this townhome complex, particularly in the first home. Check carefully, but swiftly.

The red candles and macabre drawings on the walls lead the way deeper into the Cultist's sanctum. Watch your step.

Exit the bedroom to the upstairs hallway and not the arrow on the floor. Don't just jump past the debris onto the lower stairs just yet! Take a moment to search the upstairs level, both for a Psychic Link corpse and for the Cultists that are lurking about. It's better to deal with them head-on than risk them coming up behind you later. On the middle floor, cut through the kitchen to bypass the pile of debris and continue through the hole in the wall to the next unit. Beware the Suicide Cultists behind the kitchen counter straight ahead—open fire as soon as they stand up.



GROUND FLOORS ARE ALL-CLEAR!

Save yourself some time and skip the lower level of these two units. There's nothing downstairs but a few more Cultists to kill and the 50 points they each yield will be offset by the time it takes to hunt them down (unless you know you won't finish under the target time).

Ascend to the third floor of the unit with the Suicide Cultist and make your way through the upstairs bedrooms to the plywood walkway lined in candles. Walk atop these wooden boards to the next unit and drop through the hole in the floor to the lower level where several Cultists are located. Grab the extra shotgun ammo on the shelf near the basement door and head downstairs.

MENAGE-A-BOMB!

Quietly walk to the kitchen and ready a Frag Grenade. Lob it at the four Cultists staring trance-like at the message scrawled on the static-filled television screen. This is an ideal spot to complete the "Menage!" challenge.

The shotgun is the perfect weapon for battling lumbering Cultists in a dark enclosed space. Reload often!

The unfinished basement in this townhome has multiple holes in the walls, through which more than a dozen Cultists are about to emerge. Put the Vollmer EL-10 CAS to use, along with any Flash Bang or Zap Grenades you still have. Just make sure to stay far and clear of the Zap Grenade when it deploys, otherwise you'll likely suffer significant damage. Strafe around the perimeter of the basement while turning rapidly back and forth with the shotgun to blast any enemies you see. The shotgun is not a one-shot kill against Cultists—you'll down them but they'll keep coming if you don't rush over and pump another shell into their chest before they get up. The battle ends when Point Man is confronted by the Creep.

AS PAXTON FETTEL...

Make your way through the townhomes to the third floor of the second unit where the Cultists begin to appear after the Creep encounter. Take possession of the one in the bedroom, then kill the one in the bathroom. Look for a knife on the floor or stuck to a wall, as finding the knife will grant you the knife-throwing ability. Now Fettel has a ranged attack perfect for dealing with the Suicide Cultist in the downstairs kitchen and crush of Cultists in the basement. Move quickly through the next series of encounters and collect all the soul orbs you can to top off the Possession Meter prior to entering the basement. Backpedal along the perimeter of the basement while hurling knives at the heads of the Cultists that leap from the holes in the walls and try not to get cornered. Attack with a vicious series of knife slashes if trapped against the wall. This encounter goes a long way to earning the "Headhunter" and "Rent-to-OWN!" challenges.

COMMUNITY PLAYGROUND

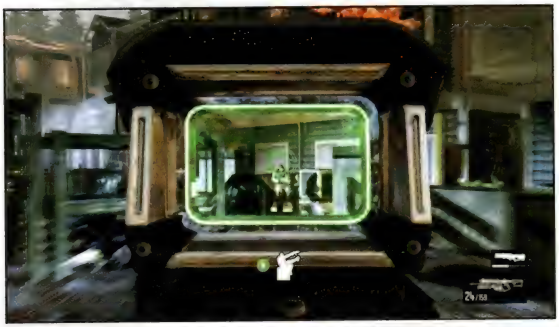
Objective: Locate Utility Tunnel that Leads From the Power Relay Station to Jin

Point Man and Fettel are back outside the townhomes near the playground, listening to a message from Jin on the radio when a plan is hatched: they'll take the Fairport View Trail to the power station, then use the suggested tunnels to reach her. First they need to escape the park!

SNIPERS!

The red laser is your cue that a Sniper is in the vicinity. Quickly shoulder the Rakow G3A3 AR and aim it at the corner balcony near the fenced-in basketball court, where the laser is coming from. The Sniper will immediately duck for cover rather than risk getting shot. Move closer and look for an opportunity to take him down. Better yet, head inside the house, climb the stairs and blast him full of lead with the shotgun! Then you can be the sniper!

Enemy soldiers will attack from both ends of the park, so be ready. Use the short walls around the playground equipment for cover while trying to take them each out with headshots. Try to eliminate any Snipers that appear on the balconies as quickly as you can, or at least let loose some suppression fire in their direction to make them duck for cover. The enemies will try to flank Point Man's position so move alongside the walls while in cover to keep the enemies in front. Look for opportunities to target one of the many propane tanks near the patios and barbecue grills that ring the area.



Move between cover to avoid being flanked. The enemies can be hard to spot across the playground so use Slow-Mo to give yourself an edge.

Armacham has set up a base of operations in the townhome to the right of the basketball court. Aside from having a Sniper on the balcony, there's also a wealth of ammo and electronics equipment inside. Take a moment to look for Psychic Links inside.

Continue to hold off the seemingly endless assault from the Armacham Grunts until a rift event occurs and sends the Grunts scurrying. The wave of force even flattens the fence around the basketball court, thus giving Point Man access to the Power Armor inside.

CO-OP TIP

Keep your wits about you in the playground while playing as co-op. Not only do the Armacham forces have an additional spawn location, but there's a third Sniper in the area too! Have Point Man rush the far house on the right to take out the Sniper near the command room while Fettel possesses one of the other ones. This should give the brothers a clear advantage over the enemies down below.

Objective: Use Power Armor to Quicken the Pace to Power Relay Station

AS PAXTON FETTEL...

Fettel can't use the Power Armor unless he's currently possessing an enemy. Though it's possible to maintain a possession through the rift event to get the Power Armor, it's perfectly fine to do this section on foot. Approach the side of the townhome to the left of the Power Armor and hit it with Fettel Blast to break into the townhome (the wall will collapse, making it impossible to retrieve the Power Armor). Quickly possess the first Armacham Grunt inside and use it to advance through the ground floors of the connecting dwellings. Use Frag Grenades to blow holes in the walls (look for the shimmer) to continue moving and proceed to where the enemy Power Armor attacks on the left. Quickly circle around the stairs to the right and sprint past the Power Armor and out of the building to the trail. There's no reason to take on this Power Armor, it's best to just run right past it!

Climb aboard the Power Armor and spend a moment to get used to the controls. This version of Power Armor fires alternating rockets from each arm (Fire Weapon button) and can also emit a continuous laser attack from atop its left shoulder (Grenade button). Take aim on the doors to the townhome beyond the ammo crate (notice the slight shimmering effect on the doors) and open fire with the rockets to blast a hole in it. This next townhome building has a number of enemies inside, but they are little threat to the Power Armor. Use the rockets and laser attacks to get a feel for them (and the temperature gauge), but also try out the Power Armor's two melee attacks as well.

DON'T WALK WHEN YOU CAN RIDE

Don't worry about potentially missing a Psychic Link or Alma Doll while travelling to the power relay station in the Power Armor. There aren't any collectables located between the basketball court and the relay station. Stay inside the Power Armor and enjoy the feeling of temporary invulnerability.

Use the Power Armor's rockets to blast holes in the walls connecting each of the townhomes. Look for obvious weak-points in the walls, highlighted with a slight shimmering effect.

POWER ARMOR MELEE ATTACKS

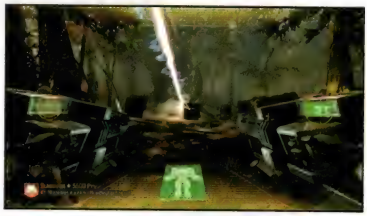
The Power Armor has two melee attacks: a two-armed ground pound attack and a single-armed jabbing punch. Hold the Jump button to make the Power Armor use its thrusters then press the Reload button to have it perform the ground pound. Press the Melee Attack button to perform the single-armed strike. Kill five enemies with melee attacks while in the Power Armor to unlock the "What?!" challenge. Melee attacks with the Power Armor also contribute towards the "Sweet Science" challenge.

An enemy Power Armor will burst through the wall in the fourth unit and attack. Stay on the near-side of the room and use the stairs in the middle for cover. Open fire with rockets, then strafe to the other side of the stairs to escape any counterattacks. Look for an angle to fire on the enemy Power Armor and open fire with the laser attack. This particular enemy Power Armor isn't as strong as others in the Armacham fleet, so don't expect them all to be this easy to defeat. Allow your Power Armor's damage indicator to recharge before moving in for the kill. Exit the townhome through the hole in the wall.

The stairs provide an ideal piece of cover to strafe back and forth behind while attacking the enemy Power Armor.

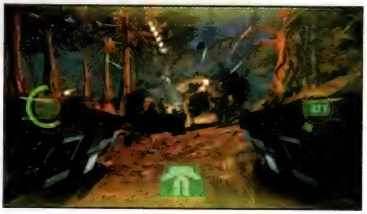
FAIRPORT VIEW TRAIL

Exit the townhome onto the scenic Fairport View Trail. The trail winds through the woods to the power relay station Jin had mentioned and though it's dark in the woods, there's no chance of getting lost. Just follow the trail from one group of enemies to the next and use the Power Armor's incredible weaponry to blast right past them. The Power Armor's integrated heads up display has a sophisticated enemy tracking system that highlights all nearby enemies, even those behind cover. Continue along the trail to the helicopter, where Point Man experiences another flashback.



There aren't any Psychic Links or an Alma Doll along the trail so stay in the Power Armor and earn that "Slaughter" bonus.

A small group of Heavy Soldiers attacks beyond the helicopter. Target the fuel drum near the bend in the trail to catch them in an explosion. They'll be quick to throw grenades, so back away and fire from afar. The Power Armor can withstand a Frag Grenade's blast, but it's not recommended. Monitor the damage indicator and back away to let the Power Armor's durability regenerate. Target the fuel drum near the fence outside the power station to damage the fence and make it possible for Point Man to climb over.

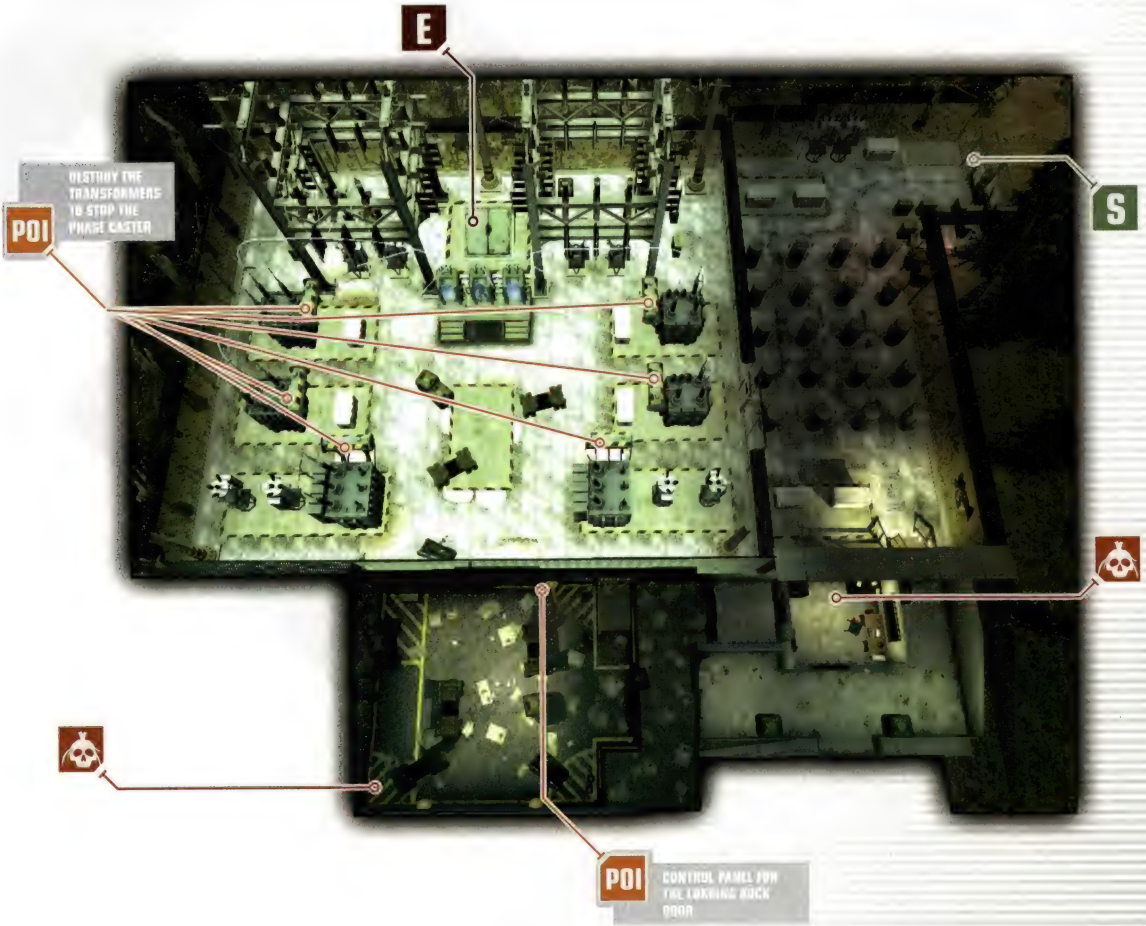


The Power Armor's rockets can inflict significant damage on their own, but it doesn't hurt to target a fuel drum and magnify their effects!

AS PAXTON FETTEL...

Move quickly along the trail to maintain a single possession if possible. Use Slide Kicks and melee attacks to earn the "Sweet Science" challenge points and look for opportunities to detonate fuel barrels beyond the helicopter crash site for detonation kills. The enemy Power Armor that attacked inside the townhome won't pursue you beyond the first section of trail so just keep moving, collect the soul orbs, and rack up those headshots!

POWER RELAY STATION



Objective: Enter Power Relay Station and Find Utility Tunnel

The door leading into the utility tunnel is between the primary relay towers. To get there, Point Man must first navigate the maze of high-voltage transformers and cut through the interior office. Take cover behind the metal boxes near the fence and use Frag Grenades and the assault rifle to eliminate the soldiers on the far side of the transformer grid. Several will work their way through the maze towards Point Man's position if given enough time.

Each row in the grid of transformers has a section that is free of current. Walk carefully through these openings (they appear in the middle, right, then left) to reach the stairs leading inside. Expect three more enemies guarding the entrance so have the assault rifle loaded and ready to fire at the fuel canister to the right of the stairs—detonate this canister to blow at least one or two of the enemies sky high!

The openings in the transformer grid are persistent so don't try to slip through one of the electrical fields that are active.

Head up the stairs and take cover near the hallway leading to the right. Take out any enemies you see then fix your sights on the red fuel canister near the door at the far end. One or two more soldiers will most likely advance into this hallway—shoot the canister when they do! Search the office on the right for an Alma Doll and proceed through the two doors to the loading dock. Eliminate any remaining soldiers, gather up available ammo, then open the door to reach the main Power Relay Station.

Objective: Weaken the Phase Caster by Destroying the Glowing Transformer Drums on Generators

A Phase Caster stands between the two main relays and has connected himself to each of six generators. The only way to destroy him is to destroy the cylindrical drums above the generators once they begin to glow blue with energy. This cripples the generator (stand back to avoid being damaged in the explosion) and weakens the Phase Caster.

The power ebbs and flows to the various transformer drums. Follow the current as it migrates up the cables then shoot the drum while it's glowing.

The Phase Caster will be calling in reinforcements throughout the battle against the electrical system. Stick to the far left, right, or back sides of the enclosed area and aim for the drums on the opposite side. The enemies tend to enter the area on whatever side Point Man is furthest from, so they won't be popping up right behind him. Use the transformers for cover, aim for headshots, and target the drums as they turn blue. Sprint and Slide Kick to the other side when the drums become active on the side Point Man is on so as to not be too close when they explode. Pay extra attention to incoming grenades as they can have a profound effect in this area. Don't be too close to the Phase Caster when it is about to die. It blows up after the battle and damages anything nearby.

It's possible to allow this battle against the Armacham Soldiers go on for a while if you want. Use plenty of Slow-Mo and make sure you complete the "Executioner" challenge before destroying the last drum.

AS PAXTON FETTEL...

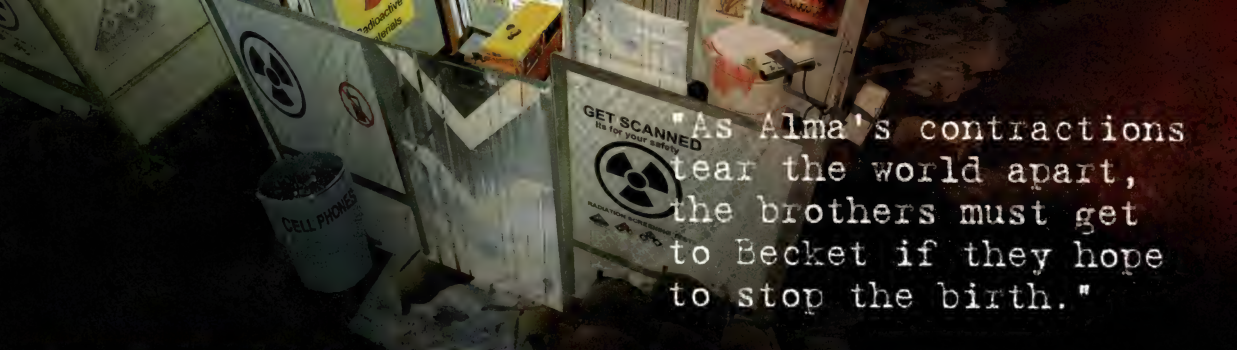
This battle plays similarly for Fettel as it did Point Man, provided you allow the Possession Meter to build back up before opening the bay door at the loading dock. Take possession of a Heavy Soldier and use the assault rifle to destroy the drums above each of the transformers as they glow blue. You must also focus on collecting soul orbs to keep the possession going. Fettel will be pretty vulnerable to gunfire should he ejected from a possession, but his Fettel Blast attack can still get the job done when it comes to destroying the drums. Just make sure to take cover and use the suspend-and-blast technique to eliminate human threats.

Check the Challenge Screen to see if there are any other challenges that can be earned such as "Little Brother." If so, delay the destruction of the drums until Fettel has had enough time to complete the challenge.

ACHIEVEMENT

TOWN HALL BEATING

Fight through the townhomes in the Fairport Ridge subdivision and commandeer the Power Armor on the basketball court. Traverse the winding trail through the forest to reach the power station and defeat the Phase Caster blocking the path to the utility tunnels where Jin awaits.

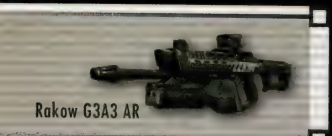


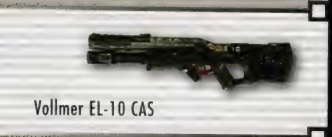
"As Alma's contractions tear the world apart, the brothers must get to Becket if they hope to stop the birth."

INTERVAL 05: TOWER

WITH JIN FINALLY RESCUED, AND THE REALITY OF ALMA'S CONDITION REVEALED, RUSH TO THE BASE OF THE FAIRPORT TOWER AND COMMANDEER TRANSPORT TO ARMACHAM'S LAST STRONGHOLD IN FAIRPORT...

Recommended Weapons

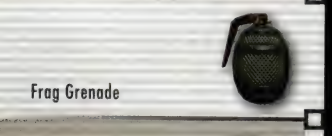

Rakow G3A3 AR


Vollmer EL-10 CAS

Schuller LDR50

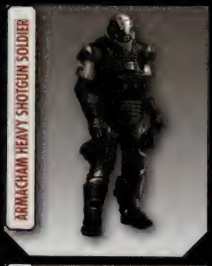
Type 13 Arc Beam

Riot Gear


Frag Grenade

Zap Grenade

Hostiles Encountered



Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

STORE: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	30:00	40:00	45:00	50:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

Point Man Scoring Strategy

There are many points up for grabs in this interval, provided you make the most of headshots, Slow-Mo, and are efficient with each of the weapons. The kills will come for the assault rifle (and maybe the shotgun too) but you must be accurate to earn the "Laser Pointer" and "Ghost" (sniper rifle) challenges. The biggest payoff comes from completing the "Godlike" challenge, which can be done from the balcony after crossing the rooftop before the south gate. Shoot the Armacham Soldiers to avoid their ranged attacks, then pick off the Cultists as they try to climb up to your position. This is an excellent spot to earn at least 20 kills without much risk of being damaged.

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (15x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Invincible	10 kills in a row without taking damage.	5000
Godlike	20 kills in a row without taking damage.	10,000
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Hypersonic!!!	50 Slow-Mo kills.	10,000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
Covert Op	10 kills from Active Cover.	3000
Cover-Up Artist	25 kills from Active Cover.	6000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Sir Camp-A-Lot	Use cover for a total of 200 seconds.	1500
Headhunter	25 headshots.	2500
Executioner	50 headshots.	5000
The Killer	50 kills in a row.	2500
Perfect Soldier	3 headshots during 1 Slow-Mo.	3000
Detonation Expert	5 kills by shooting explosives.	3000
Quiet Riot	10 Riot Gear kills.	3500
Ghost	15 Schuller LDR50 kills.	4000
Laser Pointer	10 Arc Beam kills.	5000
The Shocker	3 Shock Grenade kills.	1500
Menage!	3 kills with 1 explosion.	1500
Assault Pro	25 G3A3 AR kills.	3000

Fettel Scoring Strategy

Achieving a high score with Fettel is done through speed, thorough searching, and knowing how to prolong a battle for the sake of completing challenges. Use the supply of Cultists during the battle in the street beyond the rooftop section to earn the "Godlike" challenge by using the available knives and by burning out of a Cultist to take possession of a Heavy Soldier when possible. Take possession of a Heavy Riot Soldier to earn the "Quiet Riot" challenge and "Sweet Science" challenges together by using the Riot Shield to bash enemies into submission. Lastly, consult your current challenge progress and extend the final battle against the second Phase Commander by continuing to hunt Grunts with the Penetrator, both for additional headshots and Penetrator kills, as well as prolonged ammo and grenade pick-ups.

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (12x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Extended Stay	Remain in a single body for 2 minutes.	3000
Borrowed Time	30 total kills while possessing bodies.	5000
Rent-To-OWN!	50 total kills while possessing bodies.	10,000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
Body Snatcher	Attain a total of 120 seconds of possession time.	2500
Head Intruder	Attain a total of 240 seconds of possession time.	3500
Showing Off	5 headshots during 1 possession.	3000
Invincible	10 kills in a row without taking damage.	5000
Godlike	20 kills in a row without taking damage.	10,000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
The Killer	50 kills in a row.	2500
Detonation Expert	5 kills by shooting explosives.	3000
Headhunter	25 headshots.	2500
Little Brother	20 Fettel Blast kills.	10,000
Quiet Riot	10 Riot Gear kills.	3500
Assault Pro	25 G3A3 AR kills.	3000
Sweet Science	Kill 15 enemies with any melee attack.	3500

STREETS OF FAIRPORT

Objective: Help Jin Escape the Cultists

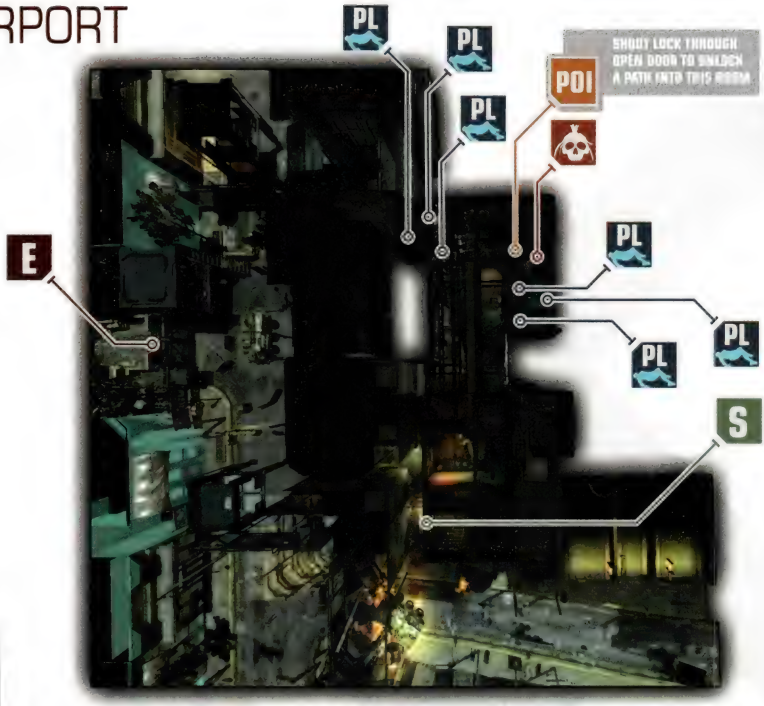
Armacham is in the process of evacuating all its personnel to Port Authority, the very spot Jin believes they may have taken Becket. At least that's what she was able to explain before Cultists managed to run off with her. Sinkholes are spreading throughout the city and block Point Man's direct pursuit, forcing him to go another way. Be careful, falling into any of the sink holes is an immediate game over!

Equip the shotgun lying near the corpse to the left and head down the hill, towards the flaming wreckage. Swap out the pistol for the Rakow G3A3 AR leaning against the APC and duck into the alley on the right. Enter the abandoned building on the right, near the fence. Search the vacant halls for Psychic Link corpses without fear of attack, as the artists behind the blood-red drawings are no longer home.

This door only opens a few inches, but it's plenty wide enough to shoot the lock off the previous door. Check the office for ammo and a Psychic Link.

Target the soldier on the street then exit the building and take cover behind the fallen structure on the left. Several Heavy Soldiers are fast-approaching—fire a pair of three-round bursts into their heads to put them down quickly. Use the orange security barriers for advanced cover and eliminate the gunner in the guard tower before advancing. Remember, you're a better aim than the enemy, so use distance to your advantage, especially when using Point Man's Slow-Mo ability!

The Heavy Soldiers are quite a bit more durable than the Grunts, and they pack better weaponry too. The Hazmat soldiers introduced in this interval have explosive tanks that can be shot.

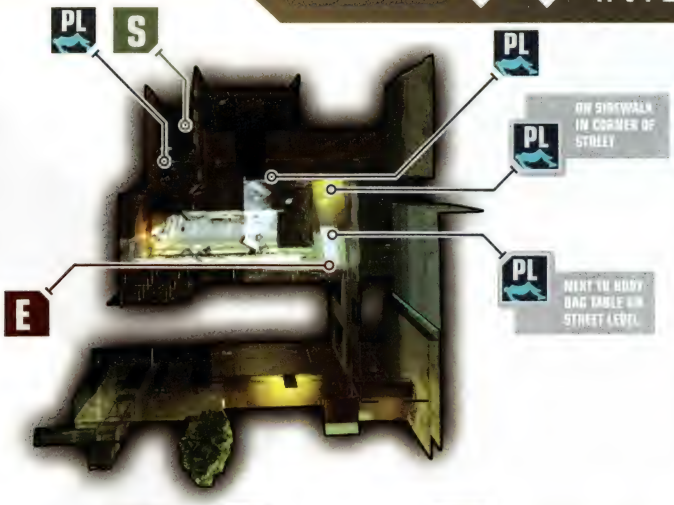


ZONE A: AGGRESSIVE TREATMENT FACILITY

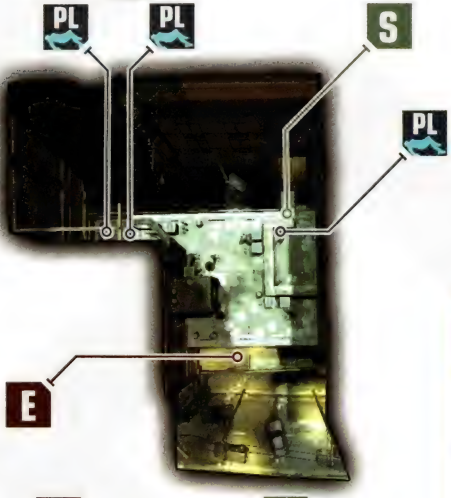
UP CLOSE AND POSSESSION-ABLE

Fettel will have several opportunities to take possession of enemy types that he hasn't encountered previously. Each of these enemies are vulnerable to his possession ability, but he must first weaken them. Even the mighty Phase Commander can be possessed, so long as its shields are down, by first weakening it. If Fettel can levitate the enemy, then it can be possessed.

INTERVAL: TOWER 05

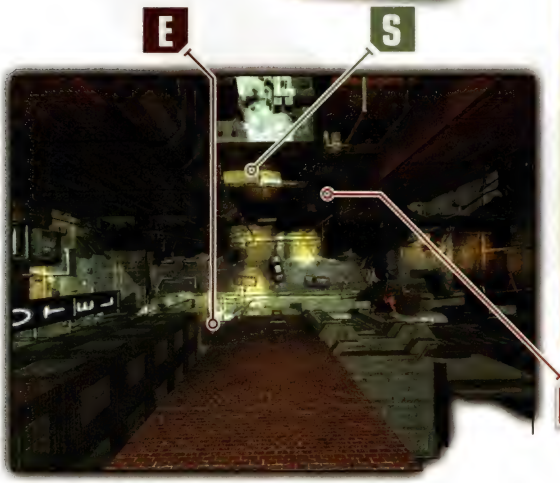


Climb the stairs to the guard tower before passing through the checkpoint and collect the Frag Grenades from the crate. Take out the enemies beyond the checkpoint with a couple of well-thrown grenades. Target the oxygen tanks on the backs of the HAZMAT Soldiers to cause a deadly explosion. Advance down the sloping hill towards the market in the distance. Move from cover to cover and pick off the Heavy Soldiers from afar, as soon as they poke their heads out. A Heavy Shotgun Soldier will charge Point Man's position—stay in cover, switch to the shotgun, and blast him as the moment he gets within range. Grab some assault rifle ammo from the alley on the right, then enter the gated checkpoint on the left. Use the control terminal to open the gate.



Objective: Rendezvous with Jin at the Base of the Tower

Collect the grenades from the ammo crate behind the fence and climb the ladder to the fire escape. Ascend the stairs at the end of the walkway and climb the nearby ladder to the roof. Check each balcony for a Psychic Link before continuing the ascent. Cross over the roof to the far side and drop to the lower balcony to get a clean view of the action on the street. Put the assault rifle to use and pick off the Heavy Soldiers and Cultists as they fight one another. Try to help keep the Heavy Shotgun Soldier alive so he continues to draw the attention of the Cultists.

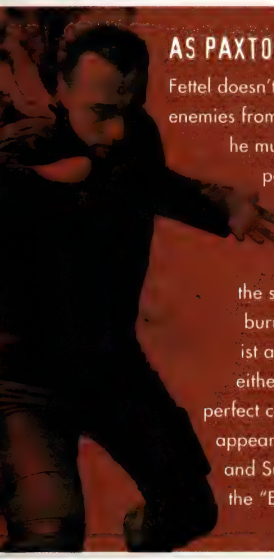


INVINCIBLE!

Use the safe position of the rooftop to shoot the Cultists and Heavy Soldiers in the street below. This is a great opportunity to complete the "Invincible" challenge as the enemies can't climb all the way to the roof. Try to keep the no-damage kill streak going long enough to earn "Godlike" once you drop to the balcony.

Suicide Cultists will rush your position on the balcony once the last of the Heavy Soldiers have been slain, so be ready!

Another squad of Heavy Soldiers will move in from the checkpoint on the right as soon as the last of the Cultists has been dispatched. Quickly drop to the street level and take cover behind cars or in the below-grade patio where a pair of pistols can be found (these may come in handy if you've depleted your assault rifle ammo).



AS PAXTON FETTEL...

Fettel doesn't have the luxury of taking potshots at the enemies from the safety of the roof or balcony. Instead, he must actually dive into the street and use his possession ability to bring the fight to the enemy. The best way to do this is to sneak up on the Heavy Shotgun Soldier near the gate and take possession of him. Use the shotgun to kill the other Heavy Soldier, then burn out of the body. Take possession of a Cultist and pluck one of the throwing knives from either of the telephone poles. This yields the perfect combination of speed and ranged attack! The Cultist's body is fast enough to outpace the flood of Cultists that appear, allowing you to backpedal in circles around the perimeter of the area while throwing knives at the Cultists and Suicide Cultists that attack. This is a perfect opportunity to rack up a number of headshots and also complete the "Extended Stay," "Invincible," and "Godlike" challenges.

SOUTH AND NORTH GATES

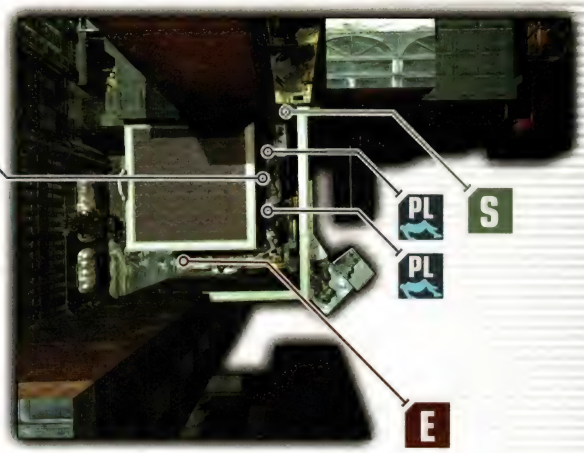
Continue through the security gates near the checkpoint by the hotel sign and search the alley for Psychic Links. Leap over the car and watch as several Cultists sprint past the alley, to join others in attacking a Heavy Soldier to the right. Throw a Frag Grenade at the group before the soldiers flee the area through the south gate.

Toss a Frag Grenade at the group of Cultists and Heavy Soldiers to score the "Menage!" challenge.

Use the control terminal to open the massive south gate door and quickly take cover—a sniper has its laser pointed your way! Use the assault rifle to detonate the fuel drums beside the barriers nearest your position to avoid being caught in the blast when taking cover. Stay within the fenced security gate area until the initial rush of enemies have been repelled. Allow Point Man's Slow-Mo Meter to replenish while waiting off to the side, away from the Sniper's laser sight. Activate Slow-Mo, step out into view and take aim on the Sniper in the tower at the next gate.

It's usually best to target fuel drums when enemies are nearby, but shooting those nearest your position is a top safety priority!

With the threat of the Sniper removed, Point Man can more safely advance to the north gate entrance. Use the barriers for cover from the HAZMAT Soldiers that typically emerge once you advance past the shed on the left. Fall back to cover and try to detonate either the tanks on their backs or any remaining fuel drums in the middle of the area. Gather up the dropped ammo and climb the stairs to where the Sniper was. Swap out the either the assault rifle or shotgun for the Schuller LDR50 sniper rifle, collect the ammo from the crate, then use the control terminal to begin opening the gate.



AS PAXTON FETTEL...

Stand off to the side as the gates open and use Fettel's suspension ability to hurl the nearest fuel drums at the enemies in the middle of the area. Remain in cover to avoid the sniper fire and take possession of one of the Heavy Soldiers that approaches. Use his assault rifle to take out the Sniper (though taking possession of the Sniper is possible, it's also fairly risky) and remaining enemies. Gather up the soul orbs and activate the control terminal to cause the system reboot. Snipe as many enemies as you can from atop the walkway before the Cultists start come up the stairs—this will seem much sooner than with Point Man since you don't have his Slow-Mo ability—and switch to the assault rifle or shotgun. Slide Kick the enemies on the stairs to quickly replenish the Possession Meter and sprint across the area to the south gate. Turn and fire on the Suicide Cultists. Race back to the sniper's perch, leaving the remaining Cultists to attack the Heavy HAZMAT Soldiers that enter the area. Finish them off from afar either with the sniper rifle or Fettel Blast attacks.

WARNING: ERROR CODE 34!

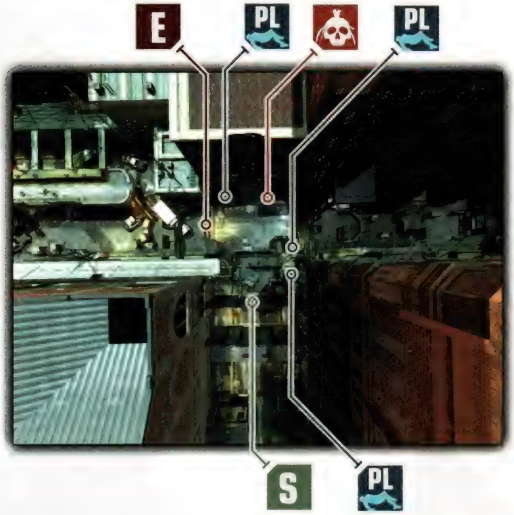
The control terminal's program crashed and is auto-rebooting. It will take some time to come back online before the gate can be opened. In the meantime, you must defend your position against a sizable squad of Armacham Soldiers. Don't interact with the control terminal until ready for a fight!

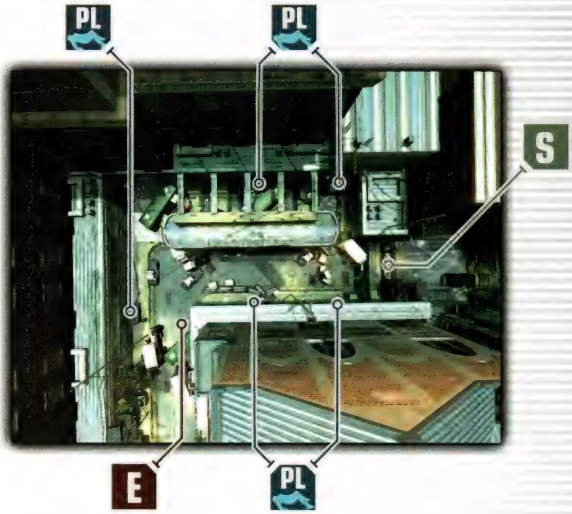
The gate's failure to open on cue has left Point Man in quite a predicament: he must now hold off a crush of Armacham HAZMAT Soldiers and Heavy Soldiers entering the area near the south gate. Immediately take cover behind the orange barrier atop the walkway and set to sniping the enemies. Aim for the oxygen tanks on the backs of the HAZMAT Soldiers for quick kills. Fire two quick rounds in Slow-Mo then duck for cover and allow the Slow-Mo Meter to replenish for a moment. Suicide Cultists and other Cultists will also enter the fray, effectively drawing the attention of any Heavy Shotgun Soldiers. Be mindful that there are two staircases leading to your position—one on each end of the walkway—and that Cultists can very quickly reach the upper platform.

Fire a couple rounds with the sniper rifle, then quickly switch weapons and have a look to make sure there aren't any Cultists running up the stairs.

Listen for the sounds of the control terminal coming back online and for the inner gate opening. Swap out the sniper rifle for your discarded weapon and collect the ammo dropped from your victims. Use the second control terminal to open the north gate.

EN ROUTE TO THE MARKET

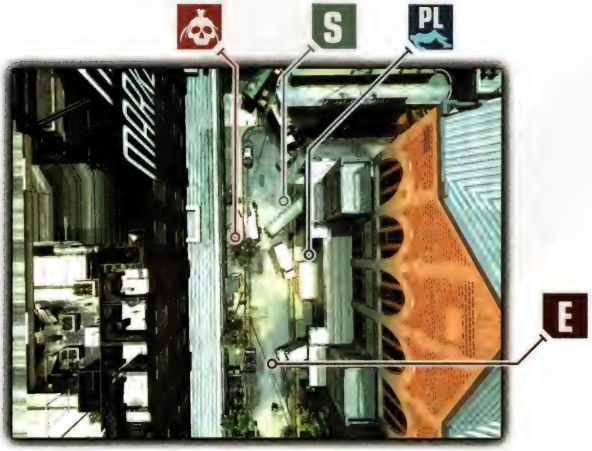


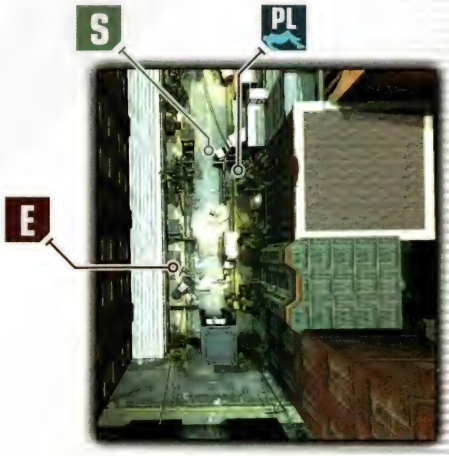


Shoot open the lock on the fence gate and meander through the fencing to the open street. Another one of Alma's contractions rips through the city and creates another wave of sinkholes, this time swallowing up a delivery truck in the process. Use the back of the fallen truck to carefully leap across the sinkhole to the road leading on the right. Descend the steps near the cop car and watch as another sinkhole opens. Run up the tilted bus to the roof of the Fairport Bus Terminal. Search the rooftops near the bus terminal (and behind the busses) for Psychic Links before continuing down the road to the left.

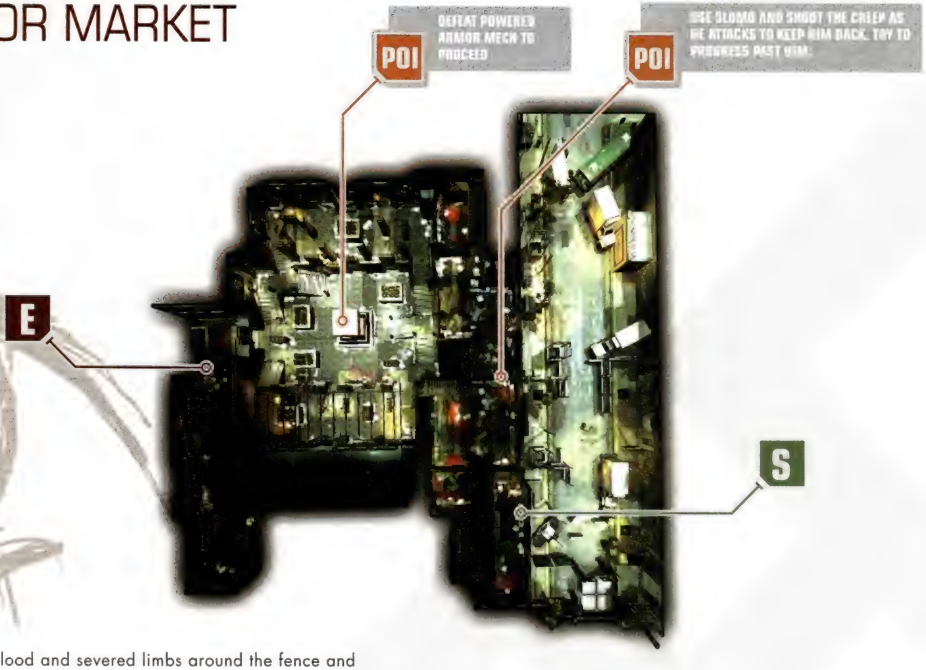
Walk carefully as the ground is very unstable. Stay close to the police cruiser to avoid falling into the sinkhole that swallows up the bus.

It's often safest on the sidewalk. Beware the red fractures announcing the next sinkhole and advance to the Harbor Market entrance.





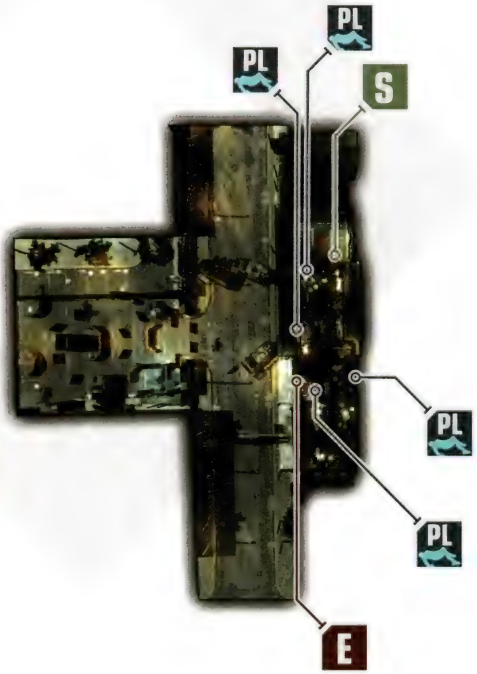
HARBOR MARKET


POI
DEFEAT POWERED ARMOR MECH TO PROCEED
POI
USE SLOMO AND SHOOT THE CREEP AS HE ATTACKS TO KEEP HIM BACK. TRY TO PROGRESS PAST HIM.
E
S

Follow the trail of blood and severed limbs around the fence and down the hall to the right. The Creep continues to make its presence known and soon even starts to attack. Equip the shotgun and continue through the narrow halls and up the stairs. The Creep will lash out at Point Man and actually cause injury, thus finally breaking the barrier between the supernatural and physical realms. Activate Slow-Mo and open fire with the shotgun. The threat of the Creep is now very real and if his attacks aren't avoided he can kill Point Man. Try to minimize the struggle by knocking the Creep back with an occasional shotgun blast.

The Creep attacks suddenly and with little warning. Its attacks are damaging, but only fatal on the higher difficulty settings. Just keep moving and repel it if you can. In addition, health does not regenerate during Creep encounters.

The Creep eventually tosses Point Man over a railing, at which time he'll experience another flashback. Once he comes to, exit the market through the turnstile door leading out to the courtyard.



MARKET COURTYARD

The courtyard consists of a central lower area with several concrete blocks and fountains, flanked by a raised terrace on each side. The area has several Armacham Grunts milling about, no doubt spawned by the Phase Caster in the center. Quickly head up the steps on the right as you enter to gather up the ammo and grenades. The Zap Grenades should come in handy later, so only use one of them at this point. Quickly headshot several of the Grunts then take aim on the Phase Caster. Watch which direction he runs and give chase. Unload on the Phase Caster with the shotgun from a distance of about 10 feet—out of range of his melee strikes, but close enough to inflict serious harm with the shotgun! Continue to keep pressure on the Phase Caster and pursue him wherever he runs.

Point Man is a lot stronger than he was when first encountering a Phase Caster in the Slums, and he has better firepower. Be aggressive!

Continue firing on the Phase Caster until he starts to glow red then toss a Zap Grenade near the steps leading down off the terrace to trap him as he flees!

Listen for the comm-chatter discussing the inbound Power Armor and set to preparing for its arrival. Swap out the shotgun for one the multiple Type 13 Arc Beams in the ammo crate on the terrace opposite where you entered the area. The Power Armor will land on the center fountain any moment; use the remaining seconds to gun down any Grunts still in the area with the assault rifle, then switch to the beam weapon.

Keep close to one of the sets of stairs on the terrace and let the Power Armor leap up to attack. Quickly throw a Zap Grenade at its feet and back away while holding firing a steady stream of energy at it. The Arc Beam delivers 80 units of damage-per-second; make the most of it by fixing the beam directly on the Power Armor for the duration of the Zap Grenade's effects. The Zap Grenade will gradually float up into the air as it emits its powerful charge—let this be your cue when to run. Sprint across the courtyard to the other terrace as soon as the Zap Grenade floats up above the Power Armor's cockpit. Take cover, allow the Slow-Mo Meter to recharge, and wait for the Power Armor to pursue.

It's easy to overthrow your target with a Zap Grenade so resist the urge to throw one while the Power Armor is in the center of the courtyard and always aim for its lower half and trap it above the stairs.

Despite having some potent long-range weaponry at its disposal, the Power Armor will pursue Point Man around the plaza in attempt to attack at a closer range. Continue to use Zap Grenades and the Type 13 Arc Beam until the latter is exhausted. Make a run to the ammo crate with the extra beam weapons then lead the Power Armor down to the center of the courtyard. Strafe in Slow-Mo circles around the large central concrete fountain while keeping the beam weapon fixed on the Power Armor. Minimize your exposure to the mech's weaponry by using the angular fountain for partial cover. Continue to burn the Power Armor with the beam weapon until it explodes.

The Power Armor is likely to outlast your Zap Grenades. Play hard-to-get by circle-strafing around the fountain to finish it off!

Restock your ammo supply and reenter the market via the turnstile opposite the one you exited. Snake around the fence dividing the room, look for Psychic Links beyond the metal gate (kick it open) and exit via the blue double doors.

AS PAXTON FETTEL...

The first step in the battle is to kill the Phase Caster. There are multiple ways to do this, but the quickest is to actually take possession of him. Allow the Possession Meter to replenish before stepping through the turnstile then trap the Phase Caster in suspension. Approach it closely to take possession. Use the Phase Caster's Type 13 Arc Beam to eliminate the Grunts he summoned while waiting for the Power Armor to enter the area. Of course, it's also possible to take possession of a Grunt and use one of the arc beams or even the Grunt's own Dual MP-970s to eliminate the Phase Caster. Either way, Fettel will likely be out-of-body when the Power Armor battle finally gets under way.

The first thing to know about the battle against the Power Armor is that it's important to remember where Fettel is ejected or burns out of a possessed body, particularly if you pick up the Zap Grenades while using the Grunt. Those Zap Grenades are every bit as helpful for Fettel as they were for Point Man; be sure to pick back up any dropped equipment the next time he takes possession of a Grunt. As for the actual fight, be careful here as Fettel can't withstand many attacks from the Power Armor (nor can he possess the pilot within it). One way to damage the mech is to use Fettel's suspension ability to hurl the flammable cylinders at it. Stay on the move and strike with the Fettel Blast when an opportunity arises, but otherwise try to stay in cover until another squad of Grunts enters the courtyard. Take possession of one and either rely on its supply of grenades and Briggs SMG or seek out the Type 13 Arc Beam.

CO-OP TIP

The Power Armor inside the market courtyard has considerably more HP during co-op mode. Soften up the Phase Caster so Fettel can take possession of it to aid in the fight, but make sure Point Man doesn't slaughter all of the Armacham grunts first—Fettel will need the spirit orbs from them to prolong his possession. There's enough Arc Beam ammo for both brothers, so use it!

THE WELCOME COMMITTEE

Gather up the Frag Grenades and from the ammo crate near the APC upon exiting the market. Another contraction washes over the checkpoint, downing a helicopter in the process. Head up the stairs to the left-hand guard tower overlooking the approach to the Fairport Visitor Center and equip the sniper rifle. Use the assault rifle or beam weapon to quickly detonate any fuel drums that have enemies nearby, then set to sniping. Watch for Heavy Shotgun Soldiers approaching fast—they're very aggressive and can be up the stairs in a moment!

The Type 13 Arc Beam stops a Heavy Shotgun Soldier in its tracks, making it drop its weapon. Maintain the stream until he bursts into flames!

GHOST OR LASER POINTER?

Check your current Challenge progress to see how close you are to earning either the "Ghost" or "Laser Pointer" bonus points use either the sniper rifle or beam weapon, respectively. There's not much opportunity to use either of these weapons later in this interval so do what you can now.

Descend from the guard tower as soon as you run out of sniper ammo and move between the barriers towards the far end of the checkpoint. Multiple Heavy Riot Soldiers are approaching. Stand behind cover and use the Type 13 Arc Beam. Another option is to use Frag Grenades strategically to take them out, or Zap Grenades to stun them and make them vulnerable to gunfire. Use up the rest of the arc beam's energy supply on the other enemies then equip one of the dropped pieces of Riot Gear. Point Man can't throw grenades while wielding the Riot Gear, but it does come with a Briggs SMG and blocks all frontal attacks.

The Type 13 Arc Beam is great for dealing with Heavy Riot Soldiers!

SNIPER RIFLE AND ZAP GRENADES

The guard tower to the left of the visitor center entrance has another Schuller LDR50 and a pair of Zap Grenades. The sniper rifle might not be of use if you've already earned the "Ghost" challenge and dealt with the last of the enemies, but be sure to collect the two Zap Grenades before leaving—they'll come in handy soon enough!

Unlock the gate on the left using the control terminal beyond the checkpoint and equip the Riot Gear leaning against the fence if you don't already have done so. There is an Auto-Turret and several Heavy Soldiers directly beyond this fence. Use the Riot Shield to peek around the corner safely to see where they are and open fire on the Heavy Soldiers. Duck back to safety (the Auto-Turret won't fire unless it can actually see you) and drop the Riot Gear. Step out of cover and use the Zap Grenades from the guard tower to destroy the Auto-Turret. Finish off the enemies and descend the stairs inside the park entrance.

Auto-Turrets got you pinned down without a Goliath? Throw a Zap Grenade!

TOWER BASE

Point Man brushes himself off after the minor tremblor. Proceed through the underground tunnel to the decontamination area up ahead. Take a moment to look for Psychic Links and ammo then exit through the turnstile (or shoot the gate on the right, it doesn't matter). Use the G3A3 AR and Slow-Mo to take out the Grunts on the stairs to the right of the red statue.

Continued quakes and sinkholes force a more circuitous route than would otherwise be needed. Head up the stairs and circle around the red statue to the left and down towards the military tent. There are a number of Grunts and Light Shotgun Soldiers in the area so make sure your assault rifle is loaded and that the Slow-Mo Meter is replenished. Swap out your shotgun temporarily for the sniper rifle beyond the tent and quickly snipe the Grunts exiting the base of the tower. Aim for the upper two first, as a chunk of falling debris may well crush the third, lower, enemy.

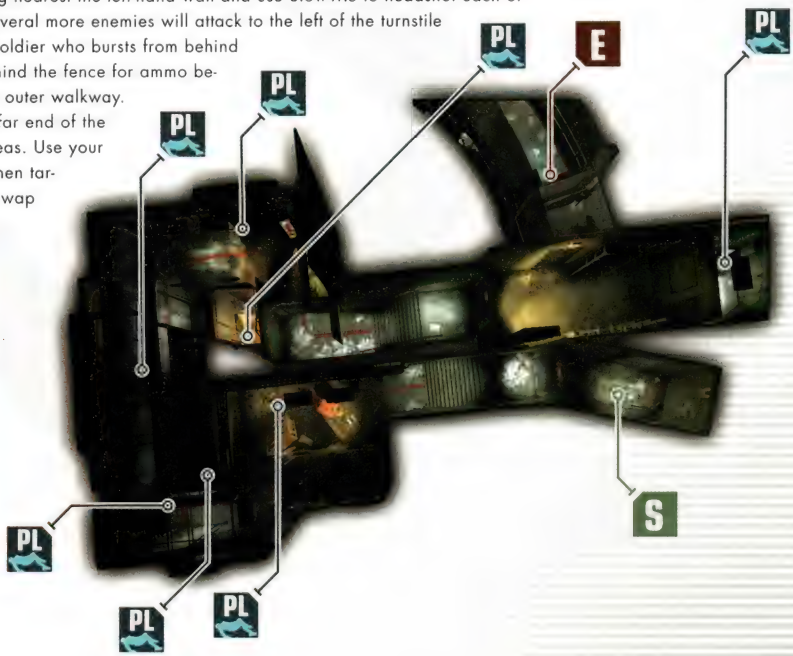
Sinkholes are opening on the ground and debris is falling from the crumbling tower above—better clear a path up the stairs and head inside!

BELOW THE TOWER

The three Grunts behind the sandbags are in perfect alignment for earning the "Perfect Soldier" bonus points.

Follow the red line on the floor through the tunnel leading deeper into the base of the tower. Climb over the debris near the elevators and check the closets and storerooms off to the side for Psychic Links. Circle around past another elevator and up the stairs to the exit on the left. Be sure to check the office beyond the exit for more ammo and another Psychic Link prior to heading back outside.

Quickly take cover behind the sandbag nearest the left-hand wall and use Slow-Mo to headshot each of the Grunts defending this walkway. Several more enemies will attack to the left of the turnstile up ahead, including a Light Shotgun Soldier who bursts from behind the double doors. Search the area behind the fence for ammo before exiting through the turnstile to the outer walkway. Two Heavy Riot Soldiers attack at the far end of the walkway, near the green curtained areas. Use your Frag Grenades to knock them askew then target their heads with the assault rifle. Swap out the assault rifle for the Riot Gear.

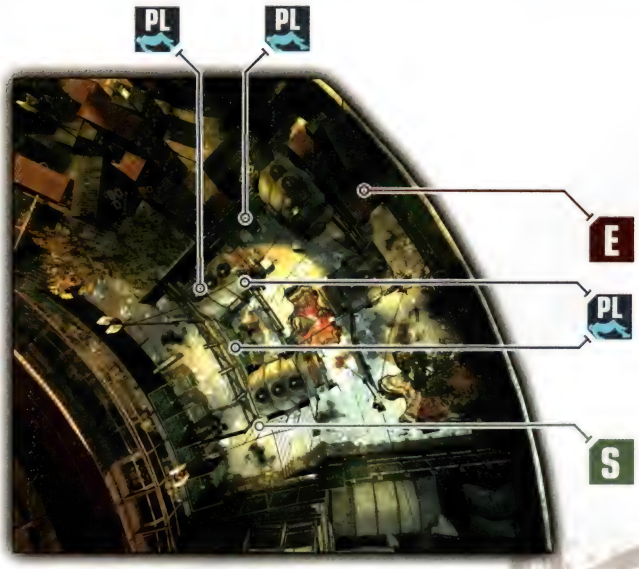


CRITICAL: ACQUIRE THE RIOT GEAR!

Do not pass on this opportunity to acquire the Riot Gear from the downed Heavy Riot Soldiers. Having this equipment makes a very significant difference in an upcoming battle.

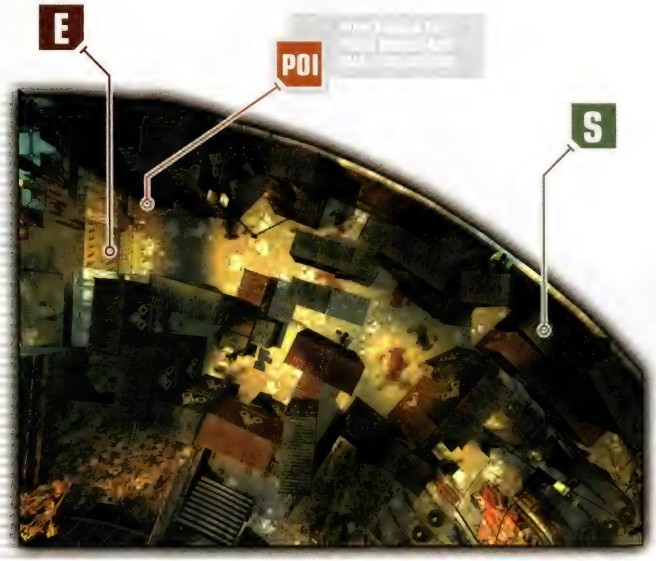
ARMACHAM SUPPLY DEPOT

Use the Riot Gear to fight through medical staging area. The various first aid tents each have two entrances, creating a natural path around the sinkholes in the middle of the area. Hold the Riot Shield tight to Point Man's body with the Aim button and take out the Grunts with the Briggs SMG. Use the Riot Shield's melee attack to crush the body of the Heavy Shotgun Soldier who attacks after the second tent. Gather up any and all SMG or shotgun ammo you see and continue through the tents to the apparent dead-end near the flames. Turn to the left to spot the collapsed chain link fence and jump up and over it to reach a shipping yard. Open the door on the other end of the container to see Jin being dragged away by a Phase Commander.



Conserve ammunition while wielding the Riot Gear. Aim for the head and use Slow-Mo if necessary.

Run and jump over the bent fence near the corpses beyond the last of the tents. This is the only way to reach the container yard.



CONTAINER YARD BATTLE

Phase Commanders are far larger than any enemy Point Man has seen thus far and have the ability to phase through solid surfaces, essentially creating portals that they can step through to escape attacks, and to reappear behind their assailant. Phase Commanders have a combined 3000 HP and attack with Flash Grenades and the Penetrator weapon, hence the need to have the Riot Gear.

Shoot the locks off the containers to access ammo crates, but remember that only Riot Gear equipment can replenish the ammo for the Riot Gear's SMG.

AS PAXTON FETTEL...

There's no reason to make this battle any harder than it is: don't fight the Phase Commander when you can possess him! Use an Armacham Heavy Riot Soldier to weaken the Phase Commander and destroy its shields, then allow the Possession Meter to completely fill and trap the Phase Commander in suspension and take possession of him. Fettel must get right up against the Phase Commander to take possession of this most dangerous of Armacham soldiers, but it's worth it! Though the Phase Commanders phasing ability is disabled (it detects the presence of a foreign entity) the Phase Commander's Penetrator weapon and Flash Bang Grenades make up for it. The Phase Commander's integrated tracking display will highlight enemy forces in yellow much like a Power Armor (the Phase Commander's visor gets pixilated when he takes damage). Hunt down the Grunts to keep the Possession Meter topped off while you wait the arrival of the second Phase Commander.

The second Phase Commander's position is outlined by a red targeting bracket on the HUD. Hunt it down and open fire with the Penetrator. The Penetrator's dart-like projectiles can be seen sticking out of the Phase Commander—this is your chance to turn it into a pin-cushion! It's also worth laying into the Phase Commander with rapid melee strikes while possessing the initial Phase Commander. Continue to hunt down Grunts to keep the Possession Meter full while battling the lead enemy.

Stand near the center of the shipping yard and spin around to spot the Phase Commander as it exits a portal. Open fire with the SMG while holding the Riot Shield in front of Point Man to deflect the Phase Commander's Penetrator attacks. Try to keep a safe distance from it while firing. The Phase Commander will quickly use its phase ability to materialize through a nearby container. Quickly run and shoot the lock off another container and gather up some ammo. Not all containers contain ammo crates, but many of the locked ones do. Watch for the Phase Commander to reappear and continue firing on it.

The Riot Shield protects Point Man from the Phase Commander's Penetrator rounds. Put the Briggs SMG's fully-automatic magazine to good use!

Use the Riot Shield to bash the Phase Commander repeatedly then back away and continue firing on it.

Don't be afraid to ambush the Phase Commander and use the Riot Shield's incredible melee attack to bash the oversized soldier into submission. Keep up the pressure and watch as the Phase Commander turns from blue to red. This is your cue that it's almost defeated! Keep firing and smashing it with the shield until it explodes.

A small squad of Grunts and Light Shotgun Soldiers will enter the yard from the medical area once the Phase Commander has been killed. Finish whatever Riot Gear ammo you have while dispatching them, then drop the Riot Gear and equip a shotgun. Head to the corners of the container yard and gather up all of the Zap Grenades and ammo you can find. Several of the ammo crates contain the Penetrator weapon, which can serve as an excellent supplemental weapon for the shotgun at this stage.

FIERY FUEL DRUMS

Don't forget to target any of the fuel drums in the area, should the Phase Commander approach one. Detonating a fuel drum near the Phase Commander is almost as good as hitting him with a Frag Grenade.

Return to the area near the security gate in time to catch a second Phase Commander materialize. Open fire with the shotgun and continue firing until it either steps into a portal or charges. Remember that you no longer have the Riot Shield for protection, so get away! Lead the Phase Commander through the containers by sprinting in and out of containers and through the double-ended ones. The Phase Commander will make the mistake of materializing inside a container—turn around and throw a Frag Grenade or Zap Grenade at him. Phase Commanders tend to go slightly invisible after being hit with an explosion, but they can still feel pain so keep up the assault. Stay on the move, gather up the ammo, and continue to blast away with the shotgun while trapping him in containers with grenades. This is a little more delicate of a battle without the Riot Shield, but entirely possible.

Trap the Phase Commander in a container with a Zap Grenade then blast away with the shotgun at close range!

Jin is locked inside the container near the control terminal. Approach the locked gate to rescue her. Jin will unlock the security gate leading to the EPA Launcher and help you get on your way—Alma must be stopped!

ACHIEVEMENT

THROUGH THE HAYSTACK

Seek to rescue Jin by traversing the streets and public market of Fairport. Sinkholes and temblors are threatening to rip the city apart, but Point Man must continue towards the tower where the EPA Launcher is located. Defeat the Power Armor and Phase Commanders to free Jin and reach the launcher.

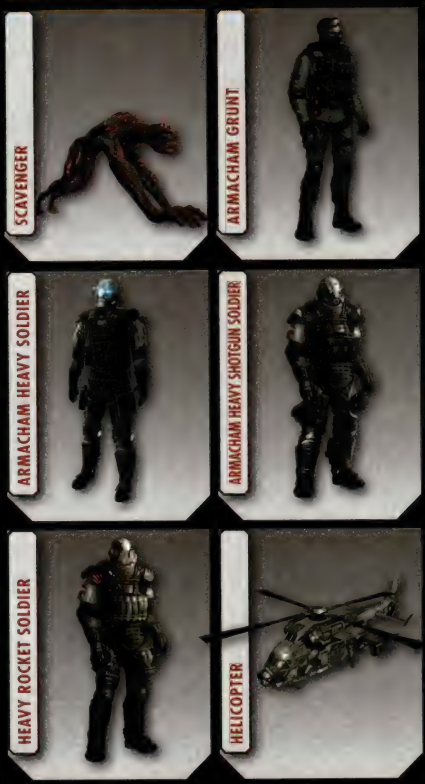
"As the stakes become clearer, the brothers' distrust grows."

INTERVAL 06: BRIDGE

SURVIVING THE ESCAPE POD CRASH, PROCEED ON FOOT ACROSS THE INTERSTATE BRIDGE BATTLING HEAVY ARMACHAM RESISTANCE IN THE HOPES OF CATCHING SERGEANT BECKET IN TIME TO DISCOVER ALMA'S WHEREABOUTS.

Recommended Weapons

Hostiles Encountered



Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

BRIDGE: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	20:00	30:00	35:00	40:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

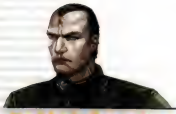
Point Man Scoring Strategy

This can be a tricky interval to score many points on due to most of the enemies being Scavengers, and a lot of the time spent in an EPA. Together these two factors limit the amount of ammo and grenades Point Man will pick up, and also the time spent in Active Cover and using Slow-Mo. The shotgun will come in handy when fighting the Scavengers, but Point Man will be hard-pressed to complete other weapon challenges (though you could exit the EPA to claim a Goliath if you desire). The need to spend time searching for Psychic Links and the Alma Doll also poses a slight problem, as it will both require exiting the EPA (thus risking loss of the "Slaughter" challenge) and also a diminished time bonus. Though the battles will be far more difficult on foot, it's quite possible to earn many more points by eschewing the EPA for at least a portion of the interval in favor of earning more point on foot.

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (15x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Invincible	10 kills in a row without taking damage.	5000
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Gatherer	15 ammo and grenade pick-ups collected.	500

Challenge	Task	Points
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Covert Op	10 kills from Active Cover.	3000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
The Killer	50 kills in a row.	2500
Slaughter	Kill 20 enemies in a PA or EPA without getting out.	5500
Perfect Soldier	3 headshots during 1 Slow-Mo.	3000
Butcher	20 EL-10 CAS kills.	4500



Fettel Scoring Strategy

Much of this interval plays for Fettel the same as it did for Point Man, with the big exception being that Fettel should not risk exiting the EPA to search for Psychic Links. There's too great a chance of the Possession Meter emptying and him not being able to return to the EPA—then he'll really be in trouble! Focus on finding all the Psychic Links you can (and the Alma Doll) before boarding the EPA. Similarly, try to earn many of the possession-based challenges during the fights with the Phase Casters as there won't be a great opportunity later. Lastly, the kill requirements for weapon challenges tend to be pretty high, but it's possible to earn the "Laser Pointer" challenge with just 10 arc beam kills. Take the weapon from the second deceased Phase Caster and use it throughout the rest of the interval whenever Fettel has to exit the EPA. It can even come in handy against enemy Power Armor should the EPA become critically damaged.

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (15x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Extended Stay	Remain in a single body for 2 minutes.	3000
Borrowed Time	30 total kills while possessing bodies.	5000
Gatherer	15 ammo and grenade pick-ups collected.	500
Et Tu, Brute?	Kill 3 enemies using special back melee attack.	2000
Body Snatcher	Attain a total of 120 seconds of possession time.	2500

Challenge	Task	Points
Head Intruder	Attain a total of 240 seconds of possession time.	3500
Showing Off	5 headshots during 1 possession.	3000
Invincible	10 kills in a row without taking damage.	5000
Godlike	20 kills in a row without taking damage.	10,000
The Killer	50 kills in a row.	2500
Little Brother	20 Fettel Blast kills.	10,000
Laser Pointer	10 Arc Beam kills.	5000
Slaughter	Kill 20 enemies in a PA or EPA without getting out.	5500

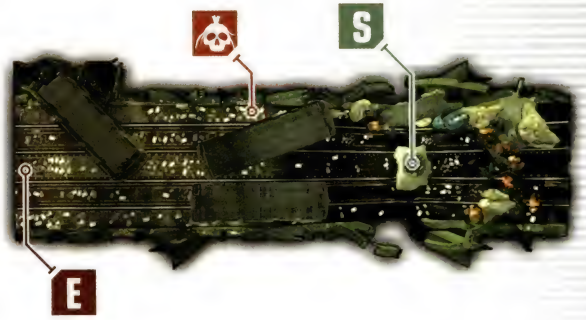
TRAIN BRIDGE

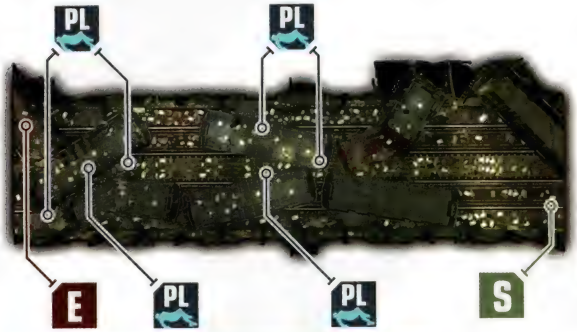
TRAIN LEVEL, SECTION 1

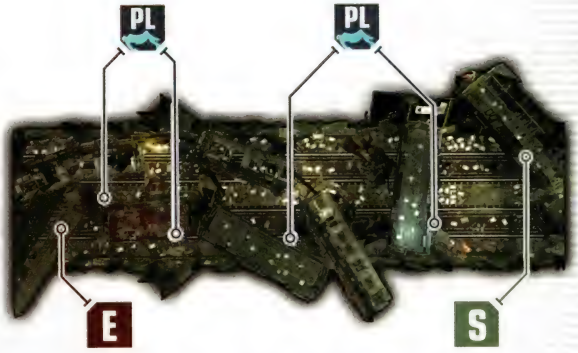
Point Man's pod crash lands on the lengthy train bridge leading from Fairport to the Port Authority Airport. As unfortunate as this is, it could have been much worse. He could have drowned. Now he just has a long walk.

Objective: Navigate Your Way Through the Train Cars

The first order of business is to find a weapon, as Point Man lost his in the crash. Head up the slope past the teetering train car and climb through the open doors of the train beyond the pedestrian exit sign. Continue past the mutilated bodies of the Armacham Grunts and exit on the left. Search the adjacent train car for Frag Grenades and proceed to the next open train car on the right.







PSYCHIC LINKS ABOUND

There is an abundance of possible Psychic Link locations on the bridge and many of them are in some pretty out of the way places. Check around each of the train cars, between the seats, and the areas outside the trains too. Refer to the accompanying maps so you know when to backtrack through or around an adjacent train car to possibly find another corpse.

Climb up into this car and briefly continue past the open doors on the left to find the Strader Mk. VII lying near the flares at the open end of the train car. Carefully pick up the pistol without falling from the precariously perched train car and exit safely onto the bridge surface.

Grab the pistol at the end of this train car, near the flares. It's never a good idea to walk around unarmed.

Step out onto the fallen fence and climb into the next train car to continue. Point Man will enter just in time to see the body of one of the Grunts being dragged out the opposite door. Rush to the exit to catch sight of the beast known as the Scavenger. The four-legged hellhounds are strict carnivores and attack in packs. Continue up the ramp near the exit sign and make your way across the train cars dangling off the side of the bridge. Run and leap from car to car to climb back onto the bridge.

Let the blue lights of the flares be your guide—carefully run and leap across these train cars to reach solid ground.

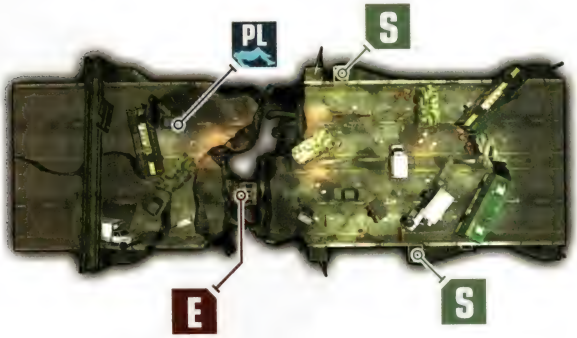
Point Man can't slip through the window on the right where the flares are located, so loop around to the left. Cut through the adjacent train car to reach the flares then crouch down and crawl under the train cars. Follow the flares across to the right side of the bridge where there's room to stand once again. Stand back and watch as the helicopter off to the right loses control and slams into the bridge—and the two Grunts watching helplessly from the stairs. Take a moment to collect the Briggs SMG from the partial train car on the left then continue to the bridge surface via either set of stairs.

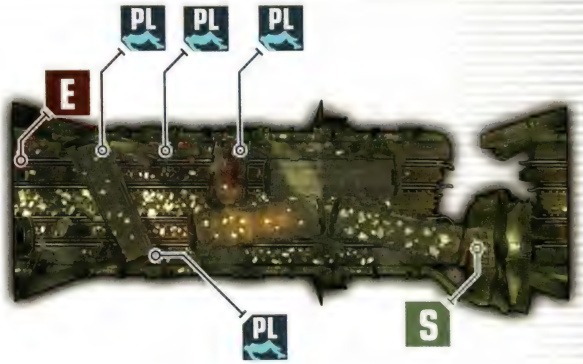
TWO WAYS UP

There are two sets of stairs leading up to the bridge surface, one on either side. Use the stairs where the soldiers were killed, since there are sure to be weapons there. Nevertheless, be sure to search the area for Psychic Links as well as a possible Alma Doll (inside the last train car on the left).

Ascend the stairs on the right, where the helicopter killed the Grunts, in order to collect their weapons on the way up.

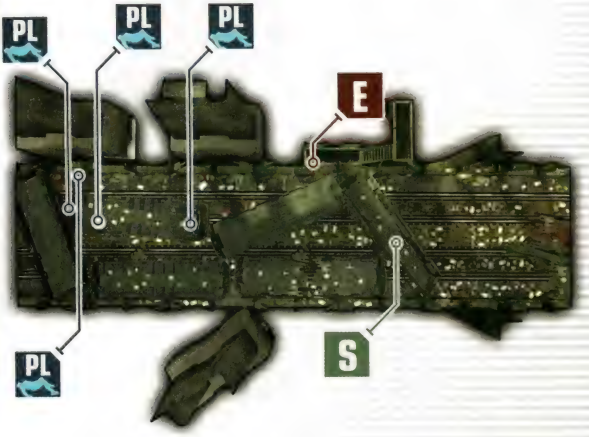
TRAIN LEVEL, SECTION 2





Have the Briggs SMG loaded and ready to fire as you ascend the stairs. Activate Slow-Mo at the first sight of the Heavy Shotgun Soldier and aim for his head. Backpedal down the stairs for cover if necessary. The enemies will be scattered throughout the road surface, behind barriers both near and across the bridge, but several will be grouped near the ambulance. Cook a grenade and lob it at this latter bunch then back away down the stairs to escape return fire. Swap out the pistol for the Vollmer EL-10 CAS shotgun.

Take out the Heavy Shotgun Soldier first then lob a grenade towards the ambulance. Descend the stairs for cover and to replenish the Slow-Mo Meter if necessary.



The upper surface of the bridge is completely blocked and the only way to continue is to find a way back down to the lower deck. Carefully drop onto the back of the train dangling vertically in the middle of the massive chasm, then climb into the train car to which it's connected.

Use the metal sides of the bridge to cross the gap to search for a Psychic Link before leaping down onto the hanging train car.

AS PAXTON FETTEL...

Fettel can hang back and use Fettel Blast attack, but this is risky as multiple enemies can close quickly. A better option is to charge up the steps to the road surface and quickly take possession of the approaching Heavy Shotgun Soldier. Drop into cover and lob a Frag Grenade at the group of enemies near the ambulance just as Point Man had done. Use the shotgun to blast away the other enemies on the area, knowing that even if Fettel is ejected from the body, that he can still use his suspend-and-blast combo attack.

Objective: Find the Stairs Leading to the Upper Level of the Bridge

The first set of stairs didn't go anywhere, so continue through another stretch of lower-level train hopping. Select the shotgun and make sure it's loaded before entering the second train car, as a Scavenger is about to attack. Scavengers pounce on their prey in attempt to maul it with their claws. The best defense is two quick shotgun blasts to their face! This section of bridge is crawling with Scavengers. Keep the shotgun on hand and reload after every double-tap burst fired into the Scavenger.

Fire two quick blasts with the shotgun to down the Scavenger. It will glow orange when hit.

Push onward through the train cars to the open space between three cars. Kill the first two Scavengers and watch for one to appear on the outside of the right-hand fence. Let this be your cue that several more Scavengers are about to attack. Back up and ready yourself for the attack. Resist the urge to use up any Frag Grenades (Scavengers are so quick that they may be on top of you when the grenade hits, and the resulting explosion causes damage to your character as well) you have and continue firing the shotgun. Fend off this wave of attacks, then enter the train car on the left. Two more Scavengers will attack here; fortunately there's some shotgun ammo near the exit.

Scavengers are particularly dangerous in close quarters like inside this train car. Fire the shotgun as fast as you can and Slide Kick out of the corner if you need to!

SCAVENGERS IN SLOW-MO

Point Man's Slow-Mo ability is extremely helpful when fighting the Scavengers. Not only does it aid in aiming, but the Scavengers have a very fast claw attack and are also able to pounce from a considerable distance away. Activate Slow-Mo the moment you encounter a Scavenger and quickly sidestep its lunge attack, then open fire. Or, if you're going for the "Et Tu, Brute?" challenge, sidestep their lunge in Slow-Mo and turn around and melee them in the back with your knife!

The stairs leading up to the bridge surface are in sight, but between Point Man and the exit lies a pack of ravenous Scavengers. Unlike the previous encounters, these Scavengers attack in groups of three at a time. Backpedal to avoid their lunge attacks and open fire with the shotgun to stop them in their tracks. This is one battle in which it pays to lob a grenade or two. Try to time your throw when there are two or more Scavengers in close proximity to one another—and that Point Man is at a safe distance!

VARIABLE ENCOUNTERS

During the Scavenger battles here and in future intervals, the spawn and attacks location of the Scavengers are randomized.

AS PAXTON FETTEL...

It takes three Fettel Blast attacks to kill a Scavenger. Dealing with lone Scavengers is not a problem, but three or more can quickly become overwhelming. Suspend a Scavenger the moment you spot it, before it can lunge and begin its ravenous claw attack. Then blast it with three quick Fettel Blasts. The key to avoid being overrun by the Scavengers is to advance very slowly, listen for Fettel's comments and the sounds of the Scavengers breaking windows or clawing their way through the trains and quickly back up. More and more Scavengers attack as Fettel advances to the next set of stairs, so move slowly! Take a few steps to lure the next Scavenger out then back away and take care of it.

There is a Frag Grenade where the first major group attack takes place. It's not a fuel drum, but Fettel can still suspend and throw it telepathically. Fettel's melee strike is also quite effective against the Scavengers, particularly when multiple beasts attack at once. The largest pack of Scavengers attacks after Fettel exits the train car where the shotgun is leaning against the door. Use melee attacks to beat a path through the initial crush then run and leap into the train car on the left that has been torn in two. Fettel will be cornered at the back of the train car, but this at least forces the Scavengers to attack from the front. He can't be surrounded inside here!

Point Man can't access the stairs directly from where the Scavengers attacked. Climb into the train car and exit out the other side. Navigate the path through the train cars to the left to continue far beyond the stairs then exit the train and loop around to the right. Check each of the train cars for Psychic Links and ammo—Point Man is going to need all the firepower he can muster.

Snake your way through the train cars beyond the pack of Scavengers to loop back towards the stairs from the far side.

BATTLE AT THE DRAWBRIDGE

Equip the assault rifle and ascend the stairs slowly. Activate Slow-Mo as soon as you near the top and open fire on the Phase Caster in the distance, as it summons multiple Grunts to the area. Continue firing on the Phase Caster until it flees to the top of the upside-down eighteen wheeler, then take aim on the Heavy Shotgun Soldier sure to be bearing down on you from the left. Descend the stairs for cover, wait for the Slow-Mo Meter to recharge, then head back up with the shotgun to blast away at the Armacham forces on the road surface. Take cover behind the supply crates and barriers and continue to fire on the Phase Caster after each round of summoned enemies has been put down.

The longer you take to kill the Phase Caster, the more Grunts you must hold off. Aim for the head, and be quick about it!

Make use of the fuel drums and stay behind cover, away from the Phase Caster's arc beam attacks. Two Heavy Soldiers exit the bridge tower on the right-hand side (near the stairs) once the Phase Caster has been killed. Be ready to blast them with the shotgun then head inside and up the stairs.

Optional: Acquire Power Armor to Quicken Pace Across Bridge

The drawbridge is currently stuck in the up position and the only way to continue to Port Authority is to lower it using the control terminal in the room across the bridge. That means dealing with another Phase Caster...

Collect the assault rifle ammo on the desk and open the door to the catwalk on the bridge tower. There's a second Phase Caster near the control room on the other side of the bridge, in addition to several Grunts and a Heavy Shotgun Soldier. Use the elevated position to headshot each of the lesser enemies then drop off the tower where the gap in the railing is. The Phase Caster is too far away to bother attacking from this range. Instead, use the fuel drums and any Flash Bang Grenades you have to fight across the width of the bridge towards the control room (and the Enhanced Power Armor behind the security fence).

Fight across the area near the drawbridge to the control room on the other side. Battle the Phase Caster at close-range.

Shoot the fuel drum beneath the control room to make sure it isn't detonated while you're inside then run up the stairs and into the room. This will lure the Phase Caster inside—hit it with a grenade and either the shotgun or assault rifle when it's in range. Chase the Phase Caster outside, but don't go far. Return to the control room for cover if the Phase Caster summons more enemies before you can kill it. Eliminate the enemies as they funnel through the door. Though it may seem that you are trapped, this is actually a safe place to be as it eliminates all flanking opportunities for the enemy.

Finish off any remaining assailants as they chase Point Man into the control room, then use the laptop to lower the bridge. This also deactivates the security field around the Enhanced Power Armor (EPA). Though optional, there is no good reason for Point Man not to use the EPA other than to make the ensuing battles that much tougher. Approach the EPA from the rear to climb aboard.

Use the laptop to lower the bridge and deactivate the security shield around the EPA.

CO-OP TIP

It's possible for both brothers to take control of an enemy EPA (there's a second EPA further down the road, across the drawbridge), but this may be riskier than you realize. All of the enemy vehicles including standard Power Armor, EPAs, and even Helicopters all have more HP when both brothers are piloting an EPA. It may make more sense for Fettel to follow along on foot, using his possession ability to "warp" ahead by taking control of Heavy Rocket Soldiers.

AS PAXTON FETTEL...

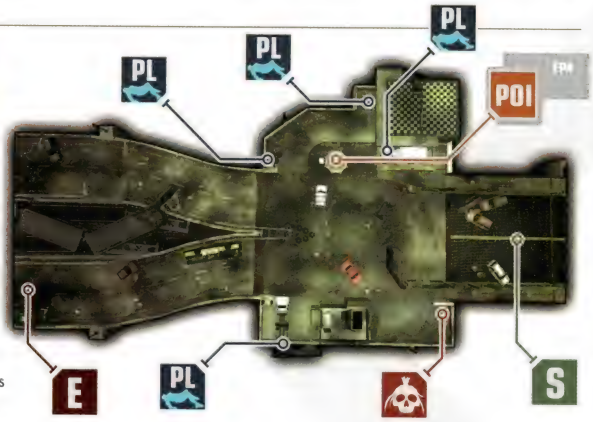
It's possible to play the battles against the two Phase Casters with Fettel in a similar fashion as to Point Man's approach. The one key difference is that Fettel can suspend and throw the fuel drums at the Phase Caster to expedite his defeat. Use the fuel drums to rid the area of the initial set of enemies and head for cover behind the generator next to the EPA. Suspend and blast any enemies that come near and watch for the Phase Caster to run down the stairs—immediately trap him in suspension and attack with Fettel Blast attacks. Pick up the arc beam that he drops and use it to finish off all but one of the stragglers before lowering the drawbridge. Take possession of this last enemy once the Possession Meter is full then climb aboard the EPA and start across the bridge.

Fettel can continue to pilot the EPA without worry of collecting soul orbs, provided he is in possession of a body when he enters the EPA. This makes it possible to play the remainder of the interval the exact same way as with Point Man. The only difference is that, upon reaching the second drawbridge, Fettel must collect soul orbs while lowering the bridge in order to maintain the possession long enough to make it back to the EPA.

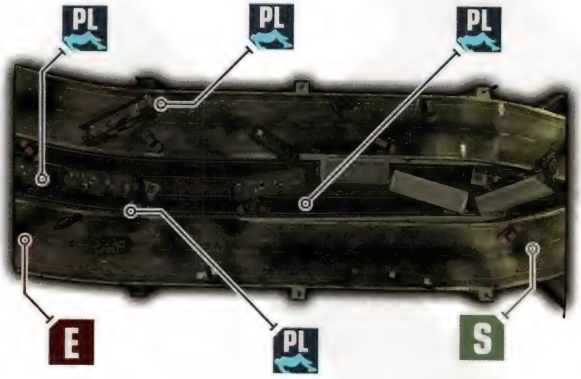
ALL ALONG THE HIGHWAY

ABANDON SHIP!

Heed the warnings that appear on-screen if the EPA takes critical damage. Enemies will not continue to attack the EPA as soon as Point Man or Fettel has exited it. This allows the EPA to repair itself. It's risky on foot so immediately take cover and look to use a Zap Grenade or arc beam weapon for protection until the threat has cleared, then climb aboard the EPA and continue the fight.



Pilot the EPA towards the orange barriers blocking access to the drawbridge and either open fire with its rockets or smash them with a melee attack. The EPA's display will identify several hostiles across the bridge—yellow enemies pose a lesser threat than those outlined in red. Open fire with the machine guns on the enemies in yellow on the left then watch for two Heavy Rocket Soldiers to appear (outlined in red). One will enter from the control room on the left the other will appear atop the overhead road sign.



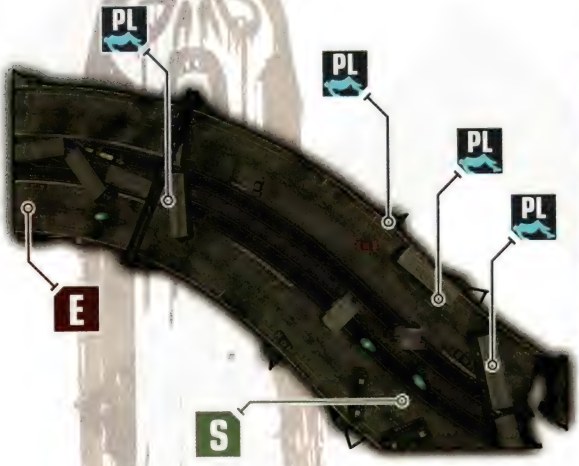
Enemies outlined in yellow by the EPA's targeting system are lower priority and can be dealt with last. Enemies in red are your top priority!

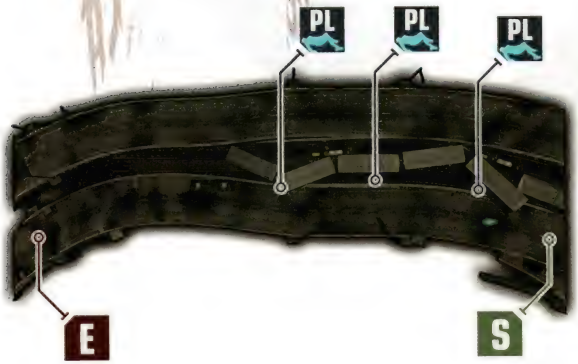
ENHANCED OPTIONS

The EPA controls much like the standard Power Armor, but instead a laser beam, it has homing rockets that can be fired in pairs. Three pairs of rockets can be armed and fired in quick succession before you need to wait for another pair to come online. The EPA also has a protective energy shield that can be toggled on/off to absorb the blast from incoming attacks. Though the EPA can continue to fire its machine guns while the shields are active, its rockets cannot be fired until the shields have been deactivated.

Heavy Rocket Soldiers can inflict considerable damage. Take them out with rockets when they're at a distance, otherwise use the machine guns.

INTERVAL: BRIDGE 06





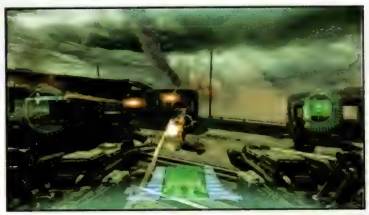
TO SLAUGHTER OR NOT TO SLAUGHTER?

Killing 20 enemies without getting out of the EPA requires that you pass up searching for some possible Psychic Links, and maybe an Alma Doll. March ahead in the EPA in attempt to run the kill tally to 20 then consider backtracking to search for these collectable bonuses that you may have missed. Consult the maps for their potential locations.

March along the right-hand side of the freeway, past the abandoned vehicles and train cars to where there's a gap in the divider. Take out the Heavy Rocket Soldier behind the car to the left and watch as a Helicopter flies up from below. The Helicopter attacks primarily with machine guns but it will fire rockets. Open fire with your machine guns while waiting for your rockets to acquire lock-on, then fire all three volleys as quickly as possible. Watch for the Helicopter to fire its own rockets and quickly activate the EPA's shields when it does. The trick to effectively fighting the Helicopter is to not fire rockets before they acquire target lock—the Helicopter is too agile for that.

Launch the EPA's rockets as soon as target lock is acquired on a Helicopter and not a moment sooner!

Advance along the left lanes of the freeway, past the split trains, and use the machine guns and rockets to eliminate the few enemies up ahead. Two Power Armors soon land on the road at close range—immediately activate your shields and open fire with the machine guns. Back away towards the bus on the left for cover and try to isolate one of the Power Armors from the other. Use the shields to absorb the incoming laser beam attack, then disable the shields and fire the rockets on it. Repeat the process for the second Power Armor.



Use the bus and train sections for cover when fighting the twin Power Armors. The EPA can stand up to one just fine, but two-on-one is a little tougher.

Continue along the left-hand side of the highway towards the unnaturally crimson skies in the distance. Use the machine guns to down the three Heavy Rocket Soldiers inside the trains in the middle—they'll be behind cover but will each rush to an exit for a clear line of sight at the EPA. Hit them when they do. Battle past the Power Armor that attacks in this area and keep moving.

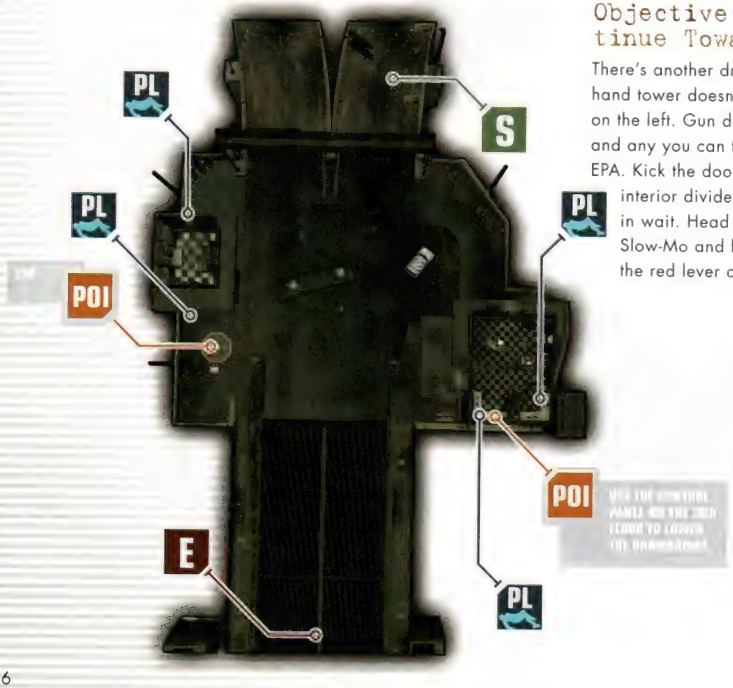
An enemy APC and several Heavy Rocket Soldiers and an APC Turret will approach on the right side of the freeway. Don't wait for them to make the first move—hit them with a bevy of rockets the moment the APC powerslides to a halt! Finish off any stragglers with the machine guns and keep on marching.

This APC provides cover for a number of Heavy Rocket Soldiers. Fire two sets of rockets at the APC then a third at the ground troops as they scatter.

Eliminate any additional enemies you encounter along the highway while watching the skies for a pair of Helicopters that provide the next major obstacle. Once again, wait to achieve target lock before firing the rockets. Fire all three pairs at the same Helicopter then activate shields and finish it off with machine guns. It's best to focus all of your attention on one Helicopter at a time than try to take on both at once, as two partially-damaged Helicopters can still attack with full force. Watch the EPA's damage indicator and activate the shields or take cover if it turns orange. Finish off the second Helicopter in the same manner and continue on.

There's no sense in trying to attack both Helicopters simultaneously. Focus your attacks on one until it's been destroyed.

THE SECOND DRAWBRIDGE



Objective: Lower Drawbridge and Continue Towards Port Authority Airport

There's another drawbridge to lower in order to continue. The right-hand tower doesn't house the controls so head straight for the tower on the left. Gun down any Armacham forces on the road surface and any you can target on the tower's balcony before exiting the EPA. Kick the door open and immediately fire through the glass interior divider at the Grunt and Heavy Shotgun Soldier lying in wait. Head up the stairs on the side of the tower, activate Slow-Mo and blast past the Grunts inside the control room. Pull the red lever on the control panel to lower the bridge.

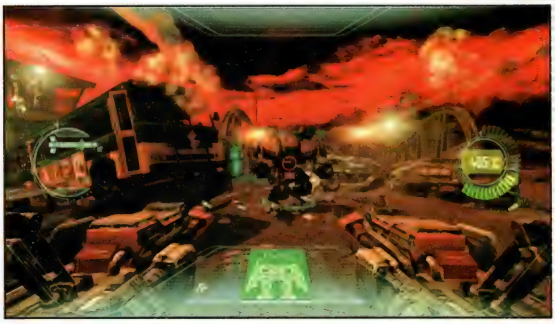
Beware the Heavy Soldiers and Grunts inside the bridge control tower. Have the shotgun loaded and Slow-Mo ready.

Climb back into the EPA (either one) and continue across the drawbridge to the roadblock on the far side. Stand back and open fire with rockets to destroy the APC Turrets atop the two APCs and use guns to finish off any other enemies in the area. Pilot the EPA around the APCs in time to engage an enemy EPA that has just landed.

CLEAR THE AREA

Don't advance too far past the APC blockade without first checking the walkways on each of the two towers. The fight against the enemy EPA will be tough enough, you don't need a Heavy Rocket Soldier firing on your blindside from the right-hand tower.

The enemy EPA is all that stands between Point Man and the airport. However, like the one Point Man is piloting, it too has access to shields, rockets, and machine guns. The best way to go about this battle is to try to outsmart the enemy EPA. Fire your machine guns at it to bait it into activating its shields. Move behind cover if possible or simply strafe back and forth while you maintain target lock. Watch for the enemy EPA to disable its shields, immediately fire all three pairs of rockets then instantly activate your shields. The enemy EPA will likely fire off a round or two of rockets shortly after deactivating its shields so be quick! Use machine guns whenever the EPA isn't shielded and target its rocket pods to prevent it from firing additional rockets. Continue to the roadblock ahead to conclude the interval.



By not using your shields when the enemy EPA does, you can be ready to fire rockets the second it lowers its shields.

Use machine guns only if the enemy EPA gets too close—you don't want the blast from your own rockets damaging your EPA.

ACHIEVEMENT

TROUBLE CROSS

Survive the Scavenger-infested lower level of the bridge and succeed in lowering the drawbridge. Use the EPA to blast a path across the highway, past the enemy Helicopters and Power Armor, to the second drawbridge where an enemy EPA is lurking.

"Having found their way ashore, the brothers chase Becket and his Armacham captors through the Port Authority Airport."

INTERVAL 07: PORT

AS ALMA'S NIGHTMARISH UNIVERSE BEGINS TO OVERSHADOW OUR OWN, RUSH THROUGH THE PORT AUTHORITY AIRPORT TO RETRIEVE THE CAPTIVE SERGEANT BECKET BEFORE ARMACHAM FORCES EVACUATE HIM FROM FAIRPORT.

Recommended Weapons

Hostiles Encountered

Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

PORT: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	30:00	40:00	45:00	50:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

Point Man Scoring Strategy

Scoring points with Point Man at the airport is all about making the most out of each weapon type. Consult the challenges progress screen often and try to shift your focus from one weapon to another as soon as you complete each weapon challenge. The Scavengers provide plenty of natural encouragement for using Slow-Mo, but you must remind yourself to utilize Active Cover in order to earn the corresponding challenge bonuses. Several of the tougher encounters are located at spots seemingly designed to break your progress towards "The Killer" challenge at the last moment so read the strategies described in the following pages and plan accordingly. Lastly, all possible Alma Doll locations are in the food court area. Search carefully before moving on!

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (15x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Invincible	10 kills in a row without taking damage.	5000
Big Spender	Drain Slow-Mo from full to empty 3x.	1500
Supersonic!	30 Slow-Mo kills.	5000
Hypersonic!!!	50 Slow-Mo kills.	10,000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000
Covert Op	10 kills from Active Cover.	3000

Challenge	Task	Points
Cover-Up Artist	25 kills from Active Cover.	6000
Pitching a Tent	Use cover for a total of 100 seconds.	1000
Headhunter	25 headshots.	2500
The Killer	50 kills in a row.	2500
Perfect Soldier	3 headshots during 1 Slow-Mo.	3000
Indecent Exposure	Blind 5 enemies with Flash Grenades.	2500
Bullet Hose	20 Dual MP-970 kills.	3500
Like a Hurricane	3 Goliath kills.	4000
Assault Pro	25 G3A3 AR kills.	3000
Laser Pointer	10 Arc Beam kills.	5000
Sweet Science	Kill 15 enemies with any melee attack.	3500

Fettel Scoring Strategy

This is a combat-intensive interval filled with intense battles between Fettel and Phase Commanders, as well as dozens of Scavengers. Because of this, it's important that Fettel take full advantage of his encounters with standard Grunts and Heavy Soldiers. Try to extend each possession as long as possible when dealing with human enemies, as there will be prolonged times when a possession isn't possible. Collect as many pick-ups as possible and focus on just one or two weapons so as to at least unlock their corresponding challenges—having multiple unfinished weapons challenges doesn't earn any points. Lastly, follow the tactic outlined for the loading dock battle very carefully. Not only does this turn what is otherwise the most difficult battle in the game into one that is relatively easy, but it even offers Fettel a chance to earn the "Invincible" challenge. Perhaps you can parlay it into a "Godlike" challenge bonus?

FETTEL: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained	1500 (15x)
Mommy!	Collect the Alma doll.	5000
Time Efficient	15 kills during 1 possession.	4500
Extended Stay	Remain in a single body for 2 minutes.	3000
Borrowed Time	30 total kills while possessing bodies.	5000
Rent-To-OWN!	50 total kills while possessing bodies.	10,000
Gatherer	15 ammo and grenade pick-ups collected.	500
Junk Collector	30 ammo and grenade pick-ups collected.	1000
Collection Agent	60 ammo and grenade pick-ups collected.	2000

Challenge	Task	Points
Body Snatcher	Attain a total of 120 seconds of possession time.	2500
Head Intruder	Attain a total of 240 seconds of possession time.	3500
Showing Off	5 headshots during 1 possession.	3000
Invincible	10 kills in a row without taking damage.	5000
The Killer	50 kills in a row.	2500
Little Brother	20 Fettel Blast kills.	10,000
Sweet Science	Kill 15 enemies with any melee attack.	3500
Laser Pointer	10 Arc Beam kills.	5000
Assault Pro	25 G3A3 AR kills.	3000
Pitching a Tent	Use cover for a total of 100 seconds.	1000

AIRPORT TARMAC

Objective: Get Inside Terminal and Begin Searching for Becket

Point Man and Fettel have made it to the exterior of the Port Authority Airport, but they're not alone. Dozens of Scavengers run wild through the airport, maiming all they encounter with indiscretion. Quickly grab the Briggs SMG from the ammo crate to the right and open fire on the Scavengers that attack within moments of the interval starting. Follow the trail of flares that winds around the baggage carts and stray cargo to the ammo crate with the Rakow G3A3 AR and several more Scavengers.

Check the baggage cart off to the right, before going up the stairs to find some extra assault rifle ammo. Proceed cautiously through the jetway as multiple Scavengers will leap from portals in the walls to attack.

There aren't any Psychic Links to search for on the tarmac. Blaze a trail past the Scavengers to the stairs leading up to the jetway near the plane.

CO-OP TIP

Don't think you're going to simply saunter past a few Scavengers on your way inside the airport during co-op. The initial battle on the tarmac not only features more Scavengers than single player, but there are a handful of Armacham Soldiers to deal with as well. Proceed with caution and make sure Fettel uses his suspend ability to grab hold of any Scavengers that get too close.

CONCOURSE C

Go through the darkened gate area to the emergency exit in the far left corner. Swap out the pistol or Briggs SMG for the Dual MP-970s sitting on the shelf to the left within the maintenance tunnel then continue through the door under the glowing exit sign (the door simply falls off its hinges when opened).

FINDING YOUR WAY

Point Man's journey through the airport is going to lead him through numerous back hallways and maintenance corridors lined with numerous doors, most of which are locked. One quick and easy way to be able to tell where to go is to look for the lighted exit signs. They'll guide the way!

Quickly take cover behind the counter and watch as several Heavy Soldiers fend off a pair of Scavengers. Use the assault rifle to take out the Heavy Soldiers from Active Cover. Gather up their dropped ammo near the fast food counters across the room. Multiple Scavengers will enter from the door to the right of the elevator. Switch to the MP-970s and let them have it. Try to detonate one of the stray fuel cylinders in the center of the room as the Scavengers rush past.

Save your assault rifle ammo for precision headshots against Heavy Soldiers and use the MP-970s against the fast-moving Scavengers.

The restrooms to the right are locked so head through the double-doors on the left, to the kitchen. Kill the Heavy Soldier and collect more MP-970 ammo in the maintenance hall beyond the kitchen. Proceed to the stairwell behind the door on the left (near the green-lit security card reader) and ascend to the ammo crate and exit above.

Objective: Pursue Becket's Imprisonment Container Through the Airport

Take out the Heavy Soldier looking over the railing down to the atrium where Point Man was moments ago. Take cover behind the railing and pick off each of the Heavy Soldiers along the balcony in the distance using Slow-Mo and the assault rifle. Hold your position until the Grunts are spotted near the fast food restaurant at the far end of the atrium. Move on their position and proceed through the door to the next section of the concourse.

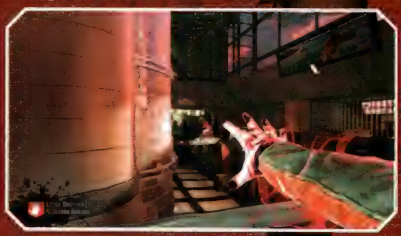
It can be tough to spot the enemies in the darkened atrium. Use the assault rifle, Slow-Mo, and squeeze off a burst of fire whenever the reticle turns red.

Take cover near the column on the left and use Slow-Mo and the assault rifle to earn the "Perfect Soldier" challenge by killing each of the Grunts in the distance with headshots. Fight past the Scavengers near the news stand and drop off the balcony where the railing is missing. Take advantage of the distraction the Scavengers are causing the Armacham Soldiers and continue through the open door in the far right-hand corner. Wind through the maintenance hall, past each of the locked numbered doors, to a door leading to the food court.

Distracted enemies are the easiest to kill. Don't stand on the sidelines and wait to see who wins—open fire!

AS PAXTON FETTEL...

Burn out of the body you were possessing in the kitchen of One Eyed Willies restaurant and back-attack the Heavy Soldier near the railing when you enter the concourse area. Don't let the distance be a deterrent—Fettel can Suspend and fire his Fettel Blast the length of this room. Also, look for fire extinguishers or mini fuel cylinders to hurl at the Heavy Soldiers lurking near the restaurant across the area. Clear this area of enemies, then brace for the two that attack from the rear of the restaurant. Take possession of the first one that appears and fight through the next section of the concourse to the hallways leading to the food court.



FOOD COURT

Objective: Cut Through the Food Court

Point Man enters the food court on the otherwise empty second floor, though the distant screeches of Scavengers makes it clear he's not completely alone. Search amongst the crates and other debris for Psychic Links—this area has many—and descend the stairs near the flare. Hurry past the mutilated bodies in the cylindrical elevator in the center of the room and up the stairs on the other side.

Mutilated bodies are your cue that Scavengers are about. Have the Dual MP-970s locked and loaded!

Continue to look for Psychic Link corpses and the Alma Doll on the second half of the upper level of the food court, then make your way to the Falstaff Health Food restaurant (it's the only one with the lighted menu boards). Cut through the kitchen to the back exit leading to the hallway with the moving sidewalks. Duck under the partially closed gate and head down the hall to the right to enter the next concourse.

CONCOURSE B

Armacham has set up a makeshift command and control center at gate B15 and a few of their Grunts and Heavy Soldiers are still in the vicinity. Turn on the flashlight to aid in spotting the Grunts and move to the escalator leading up to the second floor. Beware the Heavy Soldier behind the sandbags atop the escalator. Advance to the executive club on the left.

EXECUTIVE CLUB

Collect the MP-970 ammo in the crate near the entrance and proceed slowly around the corner with the assault rifle in hand. Lob a Frag Grenade at the Grunts and Heavy Soldiers to the right then take cover behind the furniture on the left. The Phase Commander you've no doubt heard over the intercom is in this room, ready to attack should his men not get the job done. Pick off any remaining Grunts with the assault rifle, then switch to the Dual MP-970s and Zap Grenades.

Use a Frag Grenade to take out the soldiers grouped together, but save the Zap Grenades for use against the Phase Commander.

The Phase Commander is left defenseless once hit with a Zap Grenade. The Dual MP-970s can pump 70 rounds into the enemy in no time!

The Phase Commander is an intimidating foe, but he can be bested with the right equipment. Stick to the center of the room to draw him out of hiding and turn and lob a Zap Grenade at him. Open fire with the Dual MP-970s until they need to be reloaded then quickly throw a Frag Grenade at him. The Phase Commander will open fire with its Penetrator the moment the Zap Grenade explodes, so run for cover and reload the machine pistols. Watch for the Phase Commander to use its phasing ability to step out of a nearby wall, then hit it with yet another Zap Grenade. Maintain the barrage of gunfire, Zap Grenades, and Frag Grenades until he's defeated. Consider equipping the Penetrator he leaves behind.

CHECK THE KITCHEN!

There's extra MP-970 ammo and a grenade or two in the kitchen. Look for the open door in the back corner of the club. You may even find a Psychic Link on the floor. There's additional ammo on the U-shaped bar in the center of the club as well.

AS PAXTON FETTEL...

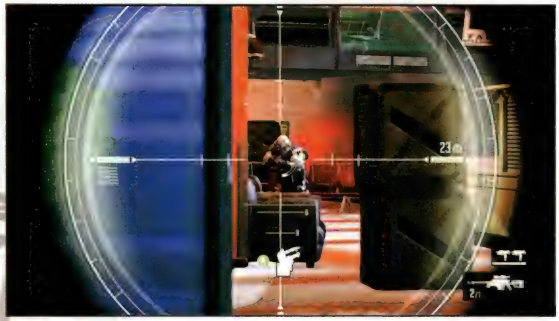
Make quick work of the Grunts and Heavy Soldiers in the lounge to draw the Phase Commander out of hiding that much sooner. Quickly hit it with a Frag Grenade and as many rounds from the MP-970 as possible before the Possession Meter runs out. Fettel can take possession of a Phase Commander, but only after inflicting a considerable amount of damage to it. Stay on the run (zigzag as much as possible while sprinting through the club) to allow time for the Possession Meter to replenish then seek out the Phase Commander and attack. Use the Suspend and Fettel Blast attacks to land four or five quick shots on him then run. Continue to repeat this until the possession prompt appears then immediately take possession of the Phase Commander. Use his Penetrator to kill the two enemies that attack from the adjacent room then burn out of the body—sadly the Phase Commander can't fit through the door leading onward.

MEZZANINE BATTLES

Leave the executive club area via the control room on the left and rush across the balcony to the ammo crate filled with Penetrator ammo. Leap over the crates to where the metal fence has been bent downwards and slip through the opening. There aren't any enemies on this upper level, but there is a sizable force lurking on the ground floor below. Advance to the far end of the mezzanine and use the railing for cover and put the Penetrator to use in pinning the Grunts and Heavy Soldiers to the floor. It typically takes three to five hits with the Penetrator to kill an enemy, depending on their armor. Watch for enemies to attack from a side room on the second level—eliminate all visible forces before dropping off the balcony to the right.

Most of the enemies on the lower level are on the end nearest the executive club exit. Fire on them from the far end then jump down.

Have a grenade ready for the two Heavy Soldiers who attack from the stairwell. Pick off any additional enemies that appear on the upper level walkway and enter the stairwell. Locate the Schuller LDR50 lying beneath the stairs. Grunts begin entering the concourse from a raised gate to the left. Stay inside the lower area of the stairwell and snipe any enemies that rush in from the left. Once clear, take cover behind the chairs in the middle of the area and snipe those who remained beyond the gate in the adjacent section of the concourse.



Locate the sniper rifle under the stairs in the stairwell and use it to snipe the Heavy Soldiers in the next section of the concourse.

Run and Slide Kick into cover in the next section of the concourse to avoid the twin Snipers on the bridge spanning the middle of the room. They're the only two remaining enemies in this area. Avoid their red lasers and use Slow-Mo and the sniper rifle or assault rifle to eliminate them. Sprint up the stairs in the far left-hand corner of the room and quickly equip the Goliath in the corner (and grab the ammo from the crate).

Stay behind cover and watch the panning red lasers to see where the Snipers are looking. Use Slow-Mo to quickly down one, then duck back to cover.

A Helicopter hovering above the glass roof will come into view and attack the moment Point Man picks up the Goliath. Rush into cover behind the three olive green crates and acquire lock-on with the Goliath before firing. Reload then fire again. The Helicopter strafes out of sight to the left after being hit twice, but it hasn't left the area. Reload the Goliath and take a few steps out of cover towards the right to get an angle on the Helicopter. It fires its machine guns so be quick about this. Return to cover, reload, and allow Point Man's health to regenerate before firing the fourth and final rocket.

It takes all four rockets to down the Helicopter with the Goliath so collect the ammo from the second Goliath right away. There's additional Goliath ammo on the other end of the mezzanine if you need it.

AS PAXTON FETTEL...

It's again important to try to be fast through the battle with the Snipers and the enemies on the floor below so as to maintain some of the Possession Meter for the battle with the Helicopter. Sprint up the stairs to the Goliaths, take cover near the crates, and open fire on the Helicopter with the rockets. It's possible to have enough time to land all four rockets, provided you allow for target acquisition. Burn out of the body if you run out of rockets (or wait for the Possession Meter to expire) and stay behind cover either where you were or move to the crates near the other Goliaths at the far end of the mezzanine. Once there, wait for the Helicopter to move into position and lean out from cover to attack with Fettel Blast attacks. Fettel's projectile attacks can down the Helicopter, though it takes roughly four Fettel Blasts to inflict the damage of a single Goliath rocket.

LIKE A HURRICANE!

Collect the ammo from other two Goliaths at the far end of the mezzanine before leaving the area. It's not hard to get two more kills with the Goliath and earn the "Like a Hurricane" challenge points in this next area.

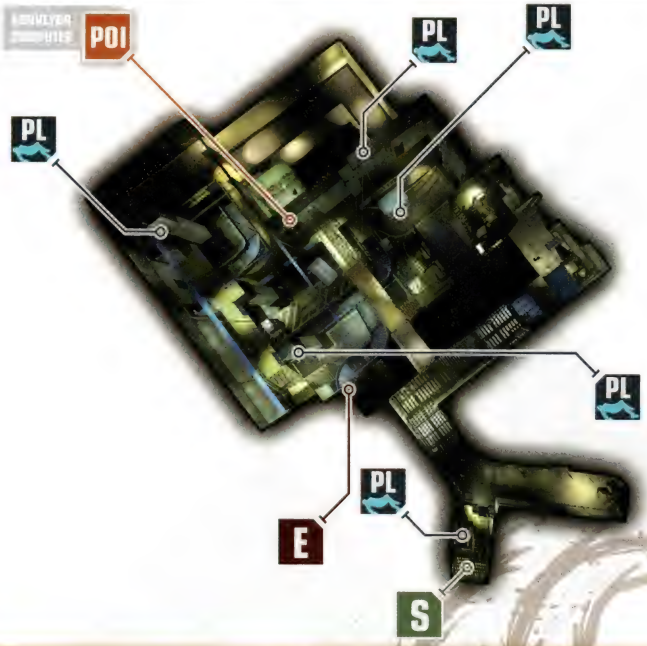
Gather up either the sniper rifles or the extra Goliaths and exit through the hole in the security fence by the news stand. Continue through the bookstore to the stairwell leading down to the hallway below. Proceed to the left end of the hallway to access another stairwell. Look for assault rifle and pistol ammo behind the door at the top of the stairs. The baggage sorting area lies beyond the door at the bottom.

BAGGAGE SORTING

Objective: Kill the Phase Caster and Restore Power to the Conveyor Belts

Take cover behind the baggage cart to the right and pick off the initial wave enemies summoned by the Phase Caster, either with the assault rifle or power weapon from the previous area. Select your Zap Grenades and equip the Dual MP-970s and watch where the Phase Caster runs to. Chances are he'll be on the upper walkway. Sprint after him as he moves to summon the next wave of Armachamm Soldiers and hit him with a Zap Grenade. Empty two clips apiece from the machine pistols into him while he's being shocked to score the kill. Just stand far enough away so as to avoid being electrocuted.

The Phase Caster is every bit as vulnerable to the Zap Grenade as the Phase Commander is. Shock him in place then open fire!



BEAM ME UP!

Consult your Challenge Status screen to see how you're doing with regards to the various weapon challenges. Swap out either a spent Goliath or another weapon for the Type 13 Arc Beam dropped by the Phase Caster. The beam weapon can prove extremely helpful once Point Man reaches the security checkpoint—don't leave it behind!

Reacquire the Rakow G3A3 AR from the victims and head up the middle stairs to the walkway leading to the conveyance control room. Pull the lever on the terminal to the left to open the door across the room and start the conveyors in the other direction. Exit the room and hop onto the conveyor belt to take a ride towards gates 37-38.

Pull the lever near the window of this control room to start the conveyor belts and gain access to the next area.

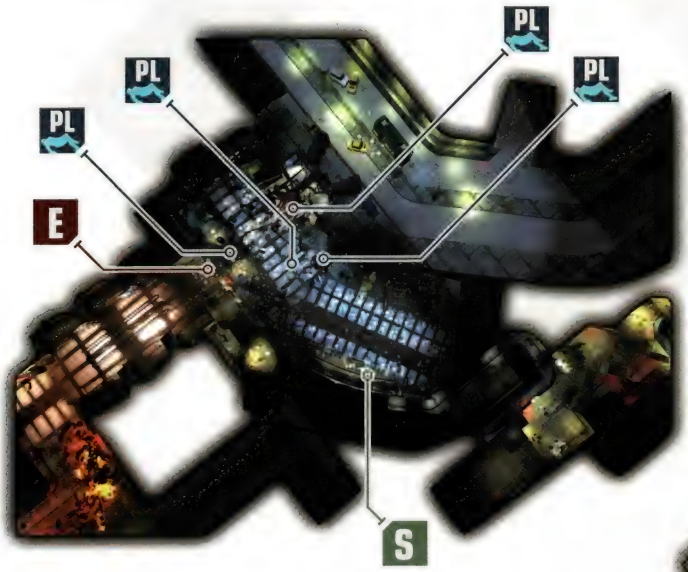
Ride the conveyor through the tunnel to the next sorting area where several Scavengers attack. Regardless which weapon you use, do yourself a favor and use Slow-Mo to gain the upper hand on these fast moving beasts. Flash Bang Grenades are also helpful against Scavengers, particularly if the Slow-Mo Meter is empty. Enter the conveyance control room in this second sorting area and pull the lever. Climb onto the conveyor leading to gate B-36. Raise the door at the end of the belt, where the baggage has piled up.

Flash Bang Grenades daze Scavengers just as well as human enemies!

MAIN TERMINAL

The ticketing area of the airport is in a shambles. An abandoned Armacham APC blocks the exit, its crew torn to pieces and strewn about. Search the area for Psychic Links and gather the Dual MP-970 ammo from the crate near the APC. Proceed to the airport terminal via the corridor opposite the APC.

Take a moment to inspect the area around the APC as there may be multiple Psychic Links in the vicinity.



Run along the moving sidewalks to a turn in the hall where a fire is beginning to spread. Though the fire poses no threat, the Creep is back. Move quickly towards the escalators in the distance (check behind them for a Psychic Link) and ascend to the upper floor. The Creep will pursue Point Man for all its worth, it keeps you from recovering health when it's in the area, and though it can inflict serious damage, the Creep cannot kill Point Man except on the highest difficulty settings. Continue to the security checkpoint.

SECURITY CHECKPOINT

Objective: Kill the Enemies and Gain Access to the Surveillance Room

Point Man has no choice but to run through the metal detector and set off a series of alarms that brings considerable Armacham attention to the area. Draw the Type 13 Arc Beam and rush forward towards the wooden partitions near the information desk. The first wave of Heavy Soldiers will toss Smoke Grenades into the area. They're harmless, but they do make it hard to see. Use the beam weapon and Flash Bang Grenades to take out this first wave of enemies.

Use the beam weapon to burn multiple enemies in close proximity. You can also score some quick kills by shooting the fire extinguishers on either side of the area.

Collect the grenades and ammo from the info desk and within the offices behind it and turn around. A second wave of Armacham Soldiers consisting primarily of Armacham Heavy Shotgun Soldiers and Heavy Riot Soldiers is approaching from the area near the metal detectors. Don't give them a chance to surround you! Rush towards the security checkpoint and hurl a Frag Grenade through each of the metal detectors. The smoke from their Smoke Grenades may make the enemies hard to spot, but they're there! Hold your ground in the middle of the area and pick off each of the enemies as they charge forward through the metal detectors. Try not to use up the beam weapon's ammo, as it will come in handy shortly.

The easiest way to burn a Heavy Riot Soldier is by attacking the Grunt next to him and letting the beam branch off and hit him from behind the shield!

RIOT ACT

Look for extra ammo and even some Riot Gear in the side rooms that open up near the security checkpoint once the second wave of Armacham Soldiers attacks.

Quickly gather up the available ammunition and grenades, but don't enter the security room just yet—first up is a pair of Phase Commanders that are set to attack. Watch for them to appear and quickly throw a Zap Grenade at their feet. Fix the beam weapon on one of the Phase Commanders and watch as the beam branches and delivers high-voltage damage to both enemies.

Use the beam weapon whenever the two Phase Commanders are standing close to one another.

AS PAXTON FETTEL...

The same tactics used in the executive lounge apply here as well. Try to refrain from taking possession of an Armacham Soldier until only two or three remain, so as to have a full Possession Meter when you do. Possessing a Heavy Riot Soldier would be particularly useful, but all bodies have the ability to throw Zap Grenades and fire the machine pistols, and that's all you really need to do. Of course, you may run out of possession time with no soul orbs to collect. If so, employ hit-and-run tactics as Fettel. Rush a Phase Commander and use the Suspend and Fettel Blast attack to weaken it, then flee to another side of the security area to avoid being surrounded. Fettel can inflict significant damage on a Phase Commander by luring one into the small locker room beside the metal detectors. Trapping a Phase Commander in this tight area with Fettel Blast and melee attacks is a great way to gain quick possession of a Phase Commander. Once you've taken possession of one, it's quite easy to kill the other.

Avoid the center of the room, as this provides little time to sprint away to safety. Instead, stand at one of the area and let the two Phase Commanders approach. Hurl a Zap Grenade at them as soon as the first phases out of the wall and open fire with the Dual MP-970s once the beam weapon's out of ammo. Sprint to the far end of the area as soon as the Zap Grenade's effect expires or when Point Man starts to take damage.

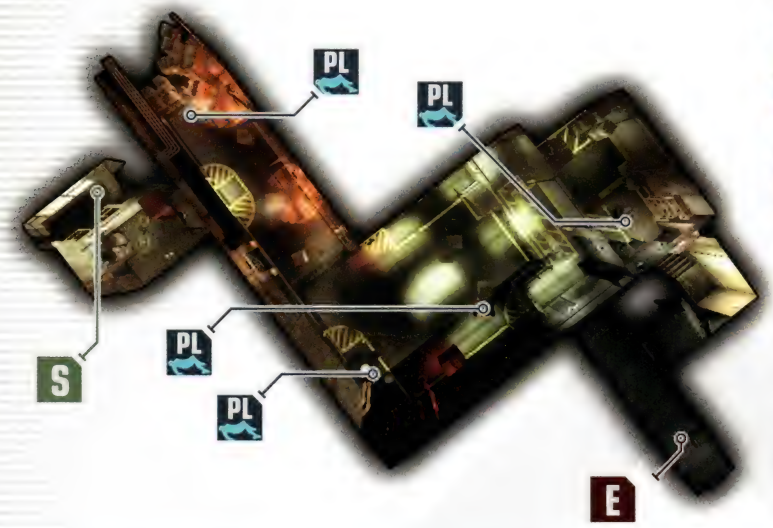
Don't be afraid to use whichever grenades and weapons you encounter lying about the area. The shotgun and assault rifle pair well with Zap Grenades too!

Locate the additional grenades near the info desk and try to stun the Phase Commander in place with a Zap Grenade, then hit him with a Frag Grenade. Take a moment to ensure that the other Phase Commander isn't firing his Penetrator from behind, as being caught in crossfire is a surefire way to be killed. Instead, move about the area to try and bait the two Phase Commanders to attack nearby one another.

Kill the Phase Commanders and search the area for all available grenades and ammo. Consider loading up on ammo for the Dual MP-970s and the Penetrators that the Phase Commanders dropped, as a very sizable pack of Scavengers is waiting in the tunnels up ahead.

LOADING DOCK

Proceed through the security room to the hallway beyond it. Continue to the stairs to the right and leap off the ledge where the broken ladder is. Search the area for Psychic Links and press the green button near the rolling door to open it. The door takes a while to open. Meanwhile, a pack of more than 20 Scavengers is set to attack. Point Man must contend with as many as four Scavengers at once as this seemingly endless stream of Scavengers attacks in the cargo loading tunnel. Use Slow-Mo and any remaining grenades while moving about the perimeter firing the machine pistols. Use Point Man's knife-wielding melee strikes and Slide and Jump Kicks to fight your way out of a corner if the Scavengers manage to trap you.



This battle is scary, tense, and a wonderful way to earn the "Bullet Hose" and "Ventilation Expert" challenge points.

Make your move to the loading dock as soon as the door is opened then turn around and press the green button on the other side to close—the emergency exit door can only be opened once the bay doors are closed. A few more Scavengers will attack as the door is closing so gather up the shotgun and assault rifle ammo and beat them back.

AS PAXTON FETTEL...

Holding off nearly two dozen Scavengers in an enclosed space as Fettel, with no soldiers to take possession of, is nearly impossible without this special trick. Press the button to raise the loading dock door and quickly approach the yellow railing nearest the forklift truck. Leap up and onto the railing (this requires some delicate balance) then make a hearty jump onto the crate being hoisted by the forklift truck. From there, carefully hop onto the top of the forklift truck's cab. Stand here patiently and use the Fettel Blast attack to eliminate every Scavenger as it appears. They'll surround the forklift truck and one may even land an occasional claw swipe, but Fettel is all but guaranteed to be safe in this position. It's even possible to earn the "Invincible" challenge during this battle—and if that's not proof that this tactic works, then nothing is!

Objective: Get to the West Tarmac and Intercept Becket Before he is Evacuated

Ascend the stairs to the concourse and search the seating area for Psychic Links. Another contraction will ripple through the area and cause a partial collapse of the roof. Wind around the wreckage to the right and proceed through the door out onto the tarmac.

WEST TARMAC

Objective: Defeat Armacham Commanders guarding container and interrogate Becket

Sprint out the door and straight towards the Power Armor on the left (there's a second Power Armor here for those playing co-op). Immediately open fire on the Grunts and Heavy Soldiers in the area and advance across the tarmac beyond the planes to where an Enhanced Power Armor is standing guard over Becket's container.

Taking on an EPA while in a standard PA would be pretty challenging, if not for the container and crates in the middle of the tarmac and the PA's thruster-propelled dodge move. Use the stack of crates and the container for cover and circle-strafe around it while taking shots at the EPA from an angle. Use the laser to attack for as long as possible then quickly strafe back to cover when the EPA launches its rockets. Unlike the EPA, the standard PA has a very fast dodge maneuver that comes in handy when dodging rockets.

A pair of Phase Commanders move to block the path leading to Becket. Remain in the Power Armor and fire a steady laser attack at one of them, then launch a barrage of rockets to weaken the two of them. Their Penetrator attacks are capable of inflicting some minor damage so don't take this too lightly. Rush forward and finish them off with a vicious ground pound attack.

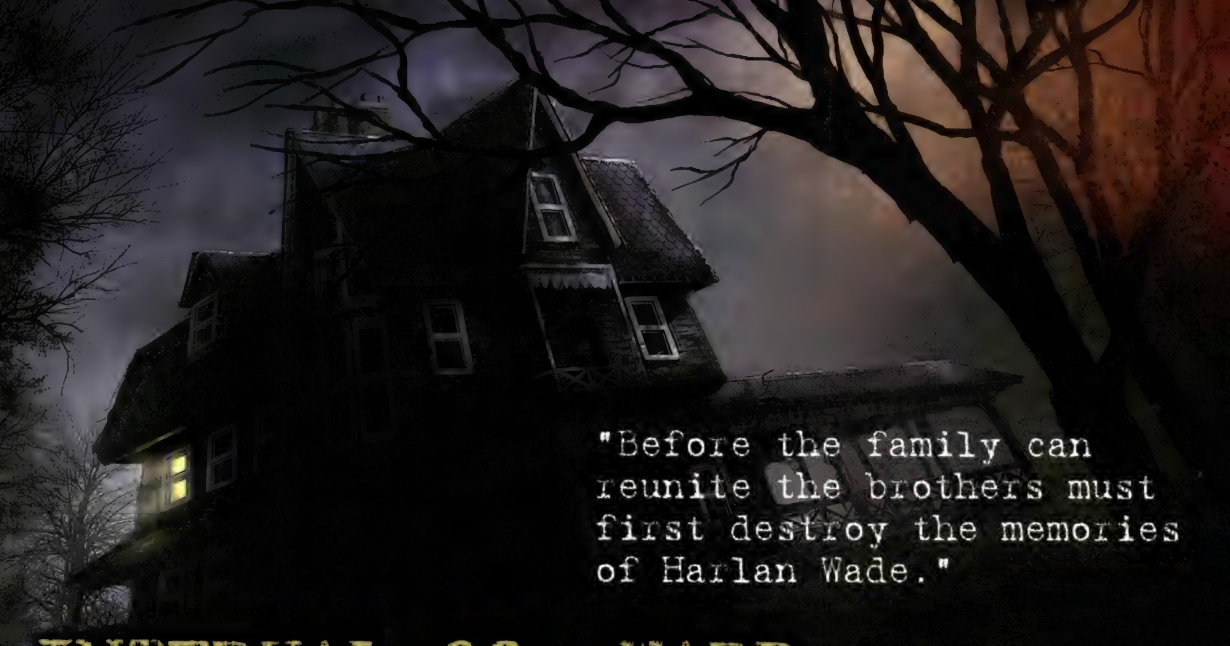
Keep the shipping container between your Power Armor and the enemy EPA at all times. Use the laser attack to hit the EPA on an angle then rush back to cover when it launches its rockets.

Stand tall and fire on the Phase Commanders with the PA's laser beam, then charge forward and finish them off with a ground pound.

ACHIEVEMENT

TERMINAL VICTORY

Battle through the sprawling Port Authority Airport, past multiple Phase Commanders and ravenous packs of Scavengers to reach Sergeant Becket before he's evacuated. This leg of Point Man's journey from prisoner to being by his mother's side as she gives birth is the most harrowing of all.

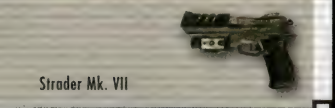


"Before the family can reunite the brothers must first destroy the memories of Harlan Wade."

INTERVAL 08: WARD

CONFRONT THE GREATEST OF YOUR FEARS AND WITNESS AS THE BIRTH OF ARMAGEDDON DESCENDS UPON YOU.

Recommended Weapons

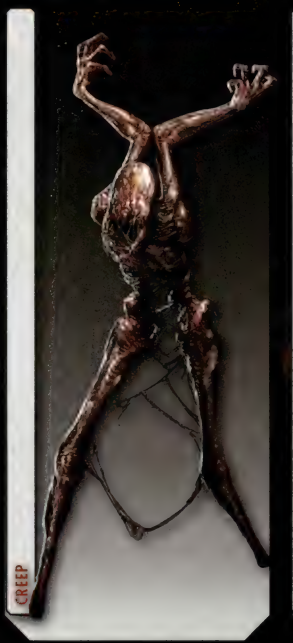


Strader Mk. VII

Dual MP-970s

Rakow G3A3 AR

Hostiles Encountered



CREEP

GHOST SOLDIERS

Scoring Bonuses

Kill Bonus: 50 points per kill

Time Bonus: 20 points per second below Target Time.

WARD: SCORING DETAILS

	Recruit	Commando	Fearless	Insane
Target Time	12:00	13:00	14:00	15:00
Difficulty Bonus	0	5,000	10,000	15,000
Clean Run Bonus	2,500	5,000	7,500	10,000

Point Man Scoring Strategy

There's not much room for flexibility when it comes to scoring on this interval. Find all five Psychic Links and the Alma Doll while in the basement and try to fend off the Creep without getting hurt to earn the "Nightmare Ninja" challenge. Don't spend too much time trying to lure the Creep out of hiding while in the basement, as it can easily cost you more points in lost time bonus than it's worth. The big points, however, come from damaging the Giant Creep every opportunity you get. Earn the "Nightmare Warrior" and "Hurt Him!" bonuses with quick accurate shots to the purple weak point every time it appears. Reload then use Slow-Mo to take out the Ghost Soldiers with headshots.

POINT MAN: RECOMMENDED CHALLENGES

Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (5x)
Mommy!	Collect the Alma doll.	5000
All in the Reflexes!	Attain a total of 60 seconds in Slow-Mo time.	2500
Nothin' or Double	Attain a total of 120 seconds in Slow-Mo time.	3500
Nightmare Ninja	Fight back the Creep 3 times without getting hurt.	2500

Challenge	Task	Points
Hurt Him!	Damage the Giant Creep.	2500 (9x)
Nightmare Warrior	Damage the Giant Creep 3 times before he vanishes.	2500 (2x)
Ghost Offender	Kill 5 Ghost Soldiers with the G3A3 AR.	2500
Head Dead Prevention	Kill 5 Ghost Soldiers with Headshots.	2500

Fettel Scoring Strategy

The scoring tactics for Fettel don't differ much other than to say that it is much more difficult to fight back the Creep in the basement without the use of Slow-Mo so while possible, it's not necessarily worth trying to earn the "Nightmare Ninja" bonus. If you want to try for the bonus, using Fettel's Suspend ability when the Creep tries to attack in the basement will slow him down, allowing the use of Stun Blast to fend him off. Similarly, it's difficult to harm the Giant Creep with Fettel Blast consistently, so you may find it hard to earn the "Nightmare Warrior" challenge more than once. Of course, it is possible to refrain from attacking the Giant Creep until after you take possession of a Ghost Soldier. This not only helps you earn multiple "Nightmare Warrior" challenge bonuses, but it can also help to earn bonuses for killing the Ghost Soldiers with headshots and melee attacks as well.

FETTEL: RECOMMENDED CHALLENGES

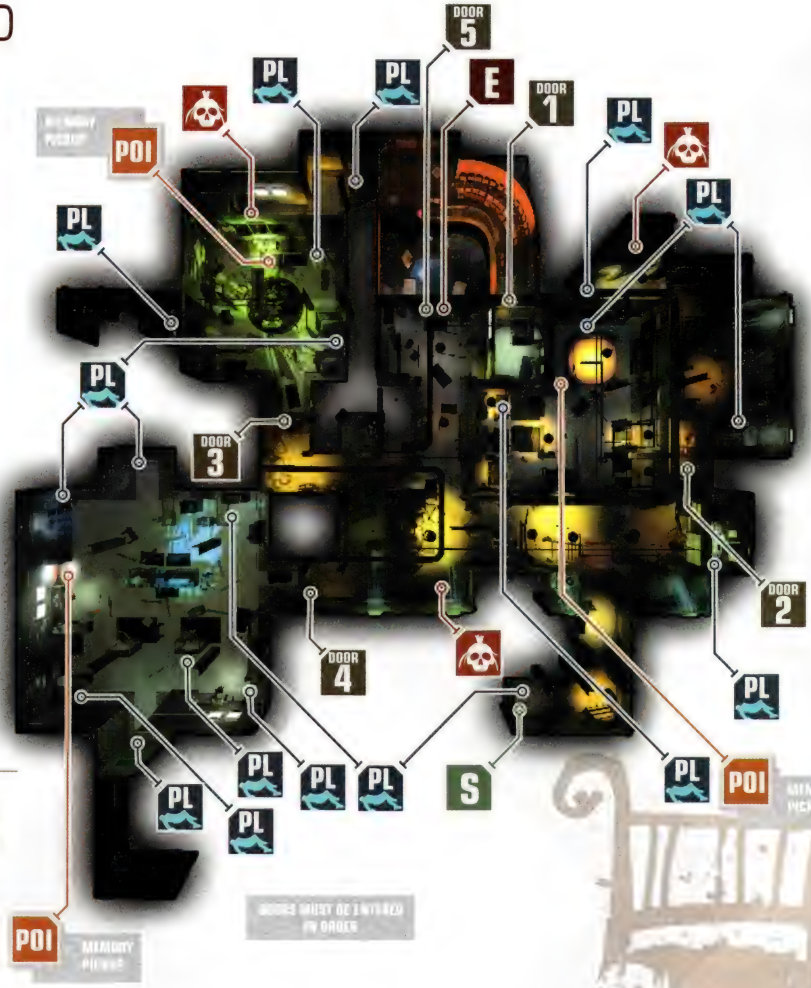
Challenge	Task	Points
Solo Psychic Link Attained	Solo Psychic Link Attained.	1500 (5x)
Mommy!	Collect the Alma doll.	5000
Hurt Him!	Damage the Giant Creep.	2500 (7x)
Nightmare Warrior	Damage the Giant Creep 3 times before he vanishes.	2500 (1x)

Challenge	Task	Points
Substitute Killer	Kill 2 Ghost Soldiers during 1 possession.	2500
Possessive	Kill 6 Ghost Soldiers during possession.	2500
Ghost Offender	Kill 5 Ghost Soldiers with the G3A3 AR.	2500

WADE ISLAND

SPOILER ALERT!

It's been a long time for the brothers, but their fate has returned them to the place where it all began, Wade Island. Up to this point, the walkthrough has avoided revealing any of the game's story elements, but that's almost impossible to do in this final interval. Strongly consider playing this interval once without the guide, to see how the story unfolds around Alma's birth. If you have difficulty or simply want some additional tips, play it again and read along. This is your final warning. Read on at your own risk!



BASEMENT

Objective: Confront your Past as a Child in the Ward Facility

Point Man enters the basement with a Strader Mk. VII loaded with infinite ammunition. Take a minute or two to explore the area, starting with the area to the right as you descend the stairs. Search the rooms and alcoves for the Alma Doll and Psychic Link corpses in this area then return past the stairs to explore the other half of the basement. Locate the gated fence beyond the boiler and shoot the lock to retrieve the Dual MP-970s behind it.

Make your way through the small locker room and up the stairs to the observation room to uncover what this place truly is. Watch through the glass while Fettel provides explanation.

Like watching rats in a cage...

Objective: Find and Destroy the Objects from your Past to Clear your Memory

One by one, four additional doors will open to a room containing a traumatic memory for Point Man and Fettel. Consult the accompanying map and follow the bright flood of light to the room to witness a moment from the brothers' past. Seek out the red item within each of these items and destroy it. Search the rooms for Psychic Links while you listen to the echoes from years gone by.

Enter each of the rooms washed in light and locate the item glowing red.

REPEL THE CREEP

Unlike previous encounters with the Creep, the one lurking in the basement is much easier to repel. Listen for its footsteps and watch for the rippling air molecules that signals its arrival. Immediately open fire on the disturbance in the air to knock it backwards. It helps to use Slow-Mo. Repel it three times without suffering any damage to earn the "Nightmare Ninja" challenge points. The Creep only pursues Point Man as he's walking from room to room.

Objective: Enter the Realm of Harlan Wade

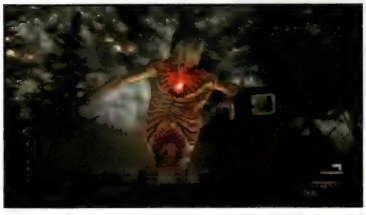
Return to the end of the hall past the boiler to the door leading out of the basement and into the forested clearing that has haunted the brothers' memories. Swap out the machine pistols for the Rakow G3A3 AR lying near the rock and prepare to confront your past.

Objective: Defeat Harlan Wade and Release his Hold on your Family

Fettel remembered all along, the Creep was the name they used to refer to Harlan Wade. Now the Creep is very real and very large—this is the chance for the brothers' to end his torment of them once and for all.

The Giant Creep looms large over the clearing and has several attacks that can prove deadly if given the chance. It's up to you to strike first each and every chance you get to see to it that the Giant Creep doesn't get to set the ground aflame or strike down with a splattering swat of its palm.

Watch the Giant Creep closely and keep the reticle positioned on its neck. The Giant Creep's neck flaps will open before it attacks, thus revealing a brightly-glowing purple weak point. Open fire to land a hit before it can attack. The Giant Creep will try to attack three times before ducking below the cliff and summoning a number of Ghost Soldiers to the field (this coincides with another one of Alma's contractions). Use Slow-Mo and the assault rifle to shoot it all three times the neck flaps open. This helps to speed up the battle, and keeps Point Man from being attacked.



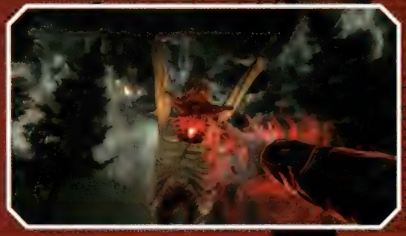
Activate Slow-Mo and fire a quick burst of bullets into the purple glowing area inside the Giant Creep's throat.

The Ghost Soldiers that are spawned into battle have the same properties and behavioral patterns as the Armacham Soldiers. Kill them quickly and gather up their ammo, particularly any extra assault rifle ammo that is dropped. Kill the three Ghost Soldiers that spawn after each contraction then reload and get ready for another round of attacks from the Giant Creep. It takes nine direct hits with the assault rifle to kill the Giant Creep once and for all.

The Giant Creep will set the ground ablaze if you fail to land a hit before it attacks.

AS PAXTON FETTEL...

The only real difference you'll experience when playing this interval as Fettel is that aiming with the Fettel Blast is much more challenging than with the assault rifle. Fortunately, Fettel can take possession of a Ghost Soldier. Land as many Fettel Blast attacks as you can before the first contraction then quickly take possession of a Ghost Soldier, preferably one armed with the assault rifle. Headshot the other Ghost Soldiers (or melee them) and gather up the soul orbs. The Fettel Blast attack inflicts more damage than the assault rifle does. Depending on how many Fettel Blasts hit their mark, you may only need to hit the Giant Creep 6 or 7 times total to kill it.



VARIABLE ENCOUNTERS

The Ghost Soldiers during the final Creep battle spawn in random locations.

RANKS & CHALLENGES

PLAYER RANK

The points you earn while playing the campaign and multiplayer all factor into your Rank.

F.E.A.R. 3 contains a unique approach to increasing your player rank: it's based on a total accumulation of points earned in intervals (campaign) and scenario (multiplayer) including multiple playthroughs. Rank is based on a gradual accumulation of experience points that you earn towards a total score, regardless of whether you play Single Player, Co-Op, or Multiplayer. You can always replay previous levels or multiplayer scenarios to accumulate points towards the next Rank.

The score breakdown screen shows all the points you earned in the campaign and all multiplayer modes.

All scores on the Leaderboards are based on high scores for each level and multiplayer scenario. Performance as Point Man, Fettel, and Co-Op Teams are compared by the highest scores set for each interval and multiplayer scenario.

The points you earn for both Point Man and Fettel are factored into your current rank.

Campaign, Point Man:	The player played through the first three intervals netting a total of 202,550 points with Point Man.	+	**Campaign, Fettel:**	The player played through the first two intervals as Fettel, earning a total score of 121,020 points.	+	**Multiplayer:**	The player played just three scenarios, with their scores totaling 29,760 points.	=	**Leaderboard Position:**	The sum of the three totals results in a player score of 353,330 points, which is what the Leaderboards use for player comparison.

FEARLESS: HOW MANY POINTS?

A player will reach the Rank of Fearless by surpassing 1,255,000 total accumulated points. Multiple playthroughs contribute to this total, so it is entirely up to the player how they wish to become max rank. Several ways to mix it up include making sure to complete the campaign as Fettel, trying the game on multiple difficulties, and spending time with the Multiplayer Scenarios. Each point you earn every time you play adds to this total, so it is completely open how Fearless is reached. Because of this method, if a particular spot in the game is giving you trouble, don't be afraid to replay previous levels, spend some time with multiplayer, or tackle a previous level as Fettel to gain points and earn the next Rank. If you gain a Rank or two, it will give you an edge when you return to the part where you were stuck.

Earning higher ranks isn't just about earning a new title or fancy golden insignia next to your profile name. With each new rank comes a new perk that strengthens and grants new abilities to Point Man and Fettel during the campaign, and the background movie that plays on the Main Menu screen also changes slightly. Though not all perks carry over to multiplayer mode, they go a long way towards flattening the difficulty curve in the campaign and certainly make it easier to tackle the higher difficulty settings. These perks take effect automatically whenever you achieve a new rank, even if it's in the middle of an interval!

There are six categories of perks that are unlocked as you rank up: Training, Reflexes, Preparation, Supplies, Impervious, and Fitness. Some categories, such as Reflexes and Fitness, contain a series of perks that further enhance Point Man and Fettel's attributes while others like Training, contain a single new ability.

Complete Challenges during the campaign to earn instant bonus points that help you rank-up and earn new perks right in the middle of the interval!

PLAYER RANKS AND CAMPAIGN PERKS

Icon	Rank	Title	Points Required	Perks
	1	Origin	-	-
	2	Experiment	20,000	Training I: Soldier Slide Kick/Jump Kick
	3	Prototype	40,000	Reflexes I: Slow-Mo Meter +1 second, Possession Meter +5 seconds
	4	Outcast	65,000	Preparation I: +1 ammo clip per weapon
	5	Scavenger	95,000	Supplies I: +1 grenade capacity
	6	Survivalist	130,000	Reflexes II: Slow-Mo Meter +2 seconds, Possession Meter +10 seconds
	7	Soldier	170,000	Impervious I: 1 second faster Health Regen
	8	Commando	215,000	Fitness I: +10% Total Health (110 total)
	9	Guerilla	265,000	Reflexes III: Slow-Mo Meter +3 seconds, Possession Meter +15 seconds
	10	Special-Op	320,000	Preparation II: +2 ammo clips per weapon
	11	Assassin	380,000	Fitness II: +20% Total Health (120 total)
	12	Psychic Commander	445,000	Reflexes IV: Slow-Mo Meter +4 seconds, Possession Meter +20 seconds
	13	Spectre	515,000	Supplies II: +2 grenade capacity
	14	Wraith	590,000	Fitness III: +30% Total Health (130 total)
	15	Demon	670,000	Reflexes V: Slow-Mo Meter +5 seconds, Possession Meter +25 seconds
	16	Prodigy	755,000	Impervious II: 2 second faster Health Regen
	17	Rising Son	845,000	Fitness IV: +40% Total Health (140 total)
	18	Chosen One	940,000	Reflexes VI: Slow-Mo Meter +6 seconds, Possession Meter +30 seconds
	19	War Bringer	1,040,000	Preparation III: +3 ammo clips per weapon
	20	Harbinger	1,145,000	Impervious III: 3 second faster Health Regen
	21	FEARLESS	1,255,000	Fitness V: +50% Total Health (150 total)

CHALLENGES

The primary method for earning points in the campaign portion of the game is through the completion of Challenges. *F.E.A.R. 3* contains more than 75 unique scoring Challenges designed to encourage proficiency in a host of combat techniques. Some Challenges are skill-based and are difficult to pull off until you master certain aspects of the game. Which Challenges you complete—and when—is entirely up to you, provided the conditions within the interval are suitable. Challenges aren't limited to certain intervals, though some reward the use of weapons only available on later intervals. Similarly, some of the Challenges can only be performed by either Point Man or Fettel, but not both.

The Challenge screen within the Scoring menu contains a running tally of all the Challenges you've completed and the total points earned doing so.

The walkthrough portion of this strategy guide includes scoring strategies for both brothers, as well a list of recommended Challenges to strive for during each interval. It's possible to complete other Challenges as well, but those listed mesh with the suggested strategy and are chosen with a variety of factors in mind including available weaponry, enemy density, risk, and the interval's target time. Challenges are divided into four categories: Aggression, Tactics, Aptitude, and Psychic.

AGGRESSION

The first Challenge that you're likely to complete is weapon-based and will fall under this heading, identifiable by the red Challenge icon. Since Point Man (or an enemy possessed by Fettel) can only carry two weapons at a time, it's important that you monitor your progress with each weapon and make an effort to swap out a weapon once you've completed its corresponding Challenge. For example, there's no reason to continue using the Strader Mk. VII pistol after completing the "Pop Gun" Challenge if other deadlier weapons are available.

One of the most valuable Challenges in this category is unlocked by killing 100 enemies in a row without dying. The 10,000 points awarded for the "Hard Boiled" Challenge greatly exceeds any potential time bonus you may earn (especially if the Clean Run bonus is earned). Be efficient and play at the pace you're comfortable with through the first 70 or 80 kills, then consider slowing down your tempo a bit to be a bit more careful. It'd be a shame to lose the kill streak at the end. Keep in mind that not all intervals have 100 enemies.

ABOUT GHOST SOLDIERS

The final six Challenges in the following table all pertain to killing Ghost Soldiers. Ghost Soldiers only appear in the eighth and final interval during the campaign.

AGGRESSION CHALLENGES

Icon	Name	Description	Points
	The Killer	50 kills in a row.	5000
	Hard Boiled	100 kills in a row.	10,000
	Sweet Science	Kill 15 enemies with any melee attack.	3500
	Et Tu, Brute?	Kill 3 enemies using special back melee attack.	2000
	Pop Gun	20 Strader Mk. VII kills.	4500
	The Standard	25 Briggs SMG kills.	3000
	Assault Pro	25 G3A3 AR kills.	3000
	Bullet Hose	20 Dual MP-970 kills	3500
	Butcher	20 EL-10 CAS kills.	4500
	Ghost	15 Schuller LDR50 kills.	4000
	Ventilation Expert	25 S-HV Penetrator kills.	5000
	Like a Hurricane	3 Goliath kills.	4000
	Laser Pointer	10 Arc Beam kills.	5000

Icon	Name	Description	Points
	Quiet Riot	10 Riot Gear kills.	3500
	Hot Potato	10 Frag Grenade kills.	3500
	The Shocker	3 Shock Grenade kills.	1500
	Indecent Exposure	Blind 5 enemies with Flash Grenades.	2500
	Slaughter	Kill 20 enemies in a PA or EPA without getting out.	5500
	What?!	Melee or Stomp 5 enemies while in the PA or EPA.	2500
	Little Brother	FE: 20 Fettel Blast kills.	10,000
	Ghost Offender	Kill 5 Ghost Soldiers with the G3A3 AR.	2500
	Ghost Cowboy	Kill 5 Ghost Soldiers with the Strader Mk. VII.	2500
	Ghost Hoser	Kill 5 Ghost Soldiers with the MP-970.	2500
	Ghost Eraser	Kill 5 Ghost Soldiers with the CAS.	2500
	Woah! I Know Kung-Fu!	Kill 3 Ghost Soldiers with any melee attack.	2500
	Buster of Ghosts	FE: Kill 5 Ghost Soldiers with Fettel Blast.	2500

TACTICS

This selection of Challenges, identified by their blue icon, rewards your implementation of advanced combat tactics. Utilizing Active Cover, collecting ammo and grenade pick-ups, and performing headshots and other advanced tactics can be used to earn huge rewards. This collection of Challenges contains many of the easiest to unlock such as "Gatherer", "Covert Op", and "Pitching a Tent," along with one of the most difficult of all in "Godlike".

Several of the Challenges listed here can only be unlocked through co-op play. Join another player either in split-screen mode or online and help one another complete the "Helping Hand" and "Harm Aid" Challenges. Playing cooperatively with another player is also the only way to be put into Last Stand mode and have a chance at earning the "Death From Below!" Challenge.

YOU BIG CREEP!

Though the creep does appear in nightmare form in earlier intervals, the "Nightmare Ninja", "Hurt Him", and "Nightmare Warrior" Challenges can be earned only on the final interval. These Challenges all refer to the battle against the giant form of creep and reward you for inflicting damage once, three times, and three times without taking damage during a single round, respectively.

TACTICS CHALLENGES

Icon	Name	Description	Pts.
	Headhunter	25 headshots.	2500
	Executioner	50 headshots.	5000
	Menage!	3 kills with 1 explosion.	1500
	Detonation Expert	5 kills by shooting explosives.	3000
	Covert Op	10 kills from Active Cover.	3000
	Cover-Up Artist	25 kills from Active Cover.	6000
	Pitching a Tent	Use cover for a total of 100 seconds.	1000
	Sir Camp-A-Lot	Use cover for a total of 200 seconds.	1500
	Nimble Killer	5 kills immediately after Mantle techniques.	1500
	Parkour Deadly	10 kills immediately after Mantle techniques.	1500
	Slideshot!	10 kills immediately after Slide Kick.	2500
	Invincible	10 kills in a row without taking damage.	5000
	Godlike	20 kills in a row without taking damage.	10,000

Icon	Name	Description	Pts.
	Gatherer	15 ammo and grenade pick-ups collected.	500
	Junk Collector	30 ammo and grenade pick-ups collected.	1000
	Collection Agent	60 ammo and grenade pick-ups collected.	2000
	Death From Below!	3 kills during 1 Last Stand.	1500
	Pick-Up Artist	Perform 3 quick revives on your brother.	3000
	Helping Hand	15 assists.	3000
	Harm Aid	30 assists.	6000
	Ghostly Cover-Up	Kill 5 Ghost Soldiers from Active Cover.	2500
	Head Dead Prevention	Kill 5 Ghost Soldiers with Headshots.	2500
	Nightmare Ninja	Fight back the creep 3 times without getting hurt.	2500
	Hurt Him!	Damage the giant creep!	2500
	Nightmare Warrior	Damage the giant creep 3 times before he vanishes.	2500

APTITUDE

Aptitude Challenges are identified by their yellow icons and are unlocked through consistent, skilled use of Point Man's Slow-Mo ability and Fettel's possession technique. These Challenges aren't necessarily difficult to unlock, but they do require commitment on the part of the player. Earning them all requires mastery of both brothers, as well as some well-coordinated teamwork while playing cooperatively.

Work together using each brother's respective psycho-ability to perform the team Challenges (both brothers are awarded the Challenge). Aim Fettel's suspension ability at Point Man to Shield him from enemy damage or use it to suspend enemies while Point Man shoots them. Similarly, allow Fettel to kill enemies while Point Man activates his Slow-Mo ability.

APTITUDE CHALLENGES

Icon	Name	Description	Pts.
	Supersonic!	30 Slow-Mo kills.	5000
	Hypersonic!!!	50 Slow-Mo kills.	10,000
	Perfect Soldier	3 headshots during 1 Slow-Mo.	3000
	Slow Your Role!	5 kills during 1 Slow-Mo.	4500
	Highlight Reel	3 unique melee kills during 1 Slow-Mo.	3000
	All In the Reflexes!	PM: Attain a total of 60 seconds in Slow-Mo time.	2500
	Nothin' or Double	PM: Attain a total of 120 seconds in Slow-Mo time.	3500
	Big Spender	PM: Drain Slow-Mo from full to empty 3x.	1500
	Borrowed Time	FE: 30 total kills while possessing bodies.	5000
	Rent-To-OWN!	FE: 50 total kills while possessing bodies.	10,000
	Showing Off	FE: 5 headshots during 1 possession.	3000
	Time-Efficient	FE: 15 kills during 1 possession.	4500
	Enemy Within	FE: 5 suicide kills.	1500

Icon	Name	Description	Pts.
	Body Snatcher	FE: Attain a total of 120 seconds of Possession time.	2500
	Head Intruder	FE: Attain a total of 240 seconds of Possession time.	3500
	Extended Stay	FE: Remain in a single body for 2 minutes.	3000
	Damage Resistant	TEAM: Point Man absorbs 300 total damage during Shield.	5000
	Hangman	TEAM: Point Man kills 15 suspended enemies.	5000
	The Crusher	TEAM: Fettel kills 5 enemies with special Slow-Mo melee.	5000
	This Isn't So Hard!	TEAM: Fettel kills 15 enemies during Slow-Mo.	5000
	Exorcist	PM: Kill 6 Ghost Soldiers during Slow-Mo.	2500
	Lucid Dreaming	PM: Kill 3 Ghost Soldiers during a single Slow-Mo.	2500
	Possessive	FE: Kill 6 Ghost Soldiers during possession.	2500
	Substitute Killer	FE: Kill 2 Ghost Soldiers during 1 possession.	2500

PSYCHIC

The final three Challenges involve searching for collectible corpses and Alma Dolls throughout the intervals. These Challenges are identified by their purple icons. Every interval in the campaign contains 15 shimmering corpses that can be used to perform a Psychic Link on them (approach corpse and hold the Reload button). The catch is that there are 20 possible locations for these corpses. Psychic Link corpses are generally along the main path of travel through the area, but are sometimes off to the side or behind a table in the corner of a room.

Alma Dolls, on the other hand, are typically much harder to find. There is only one Alma Doll per campaign interval, but it can be in any of five different locations. Searching for the Alma Doll can cost valuable time, but the 5,000 points it yields is worth the effort, so long as you don't spend more than 4 minutes searching for it. At 20 points per second below the Target Time, you begin to lose points if it takes more than 4 minutes to find the Alma Doll.

PSYCHIC CHALLENGES

Icon	Name	Description	Pts.
	Solo Psychic Link Attained	Solo Psychic Link Attained	1500
	Shared Psychic Link Attained	Team: Shared Psychic Link Attained	1000
	Mommy!	Collect the Alma doll.	5000

MULTIPLAYER TRAINING

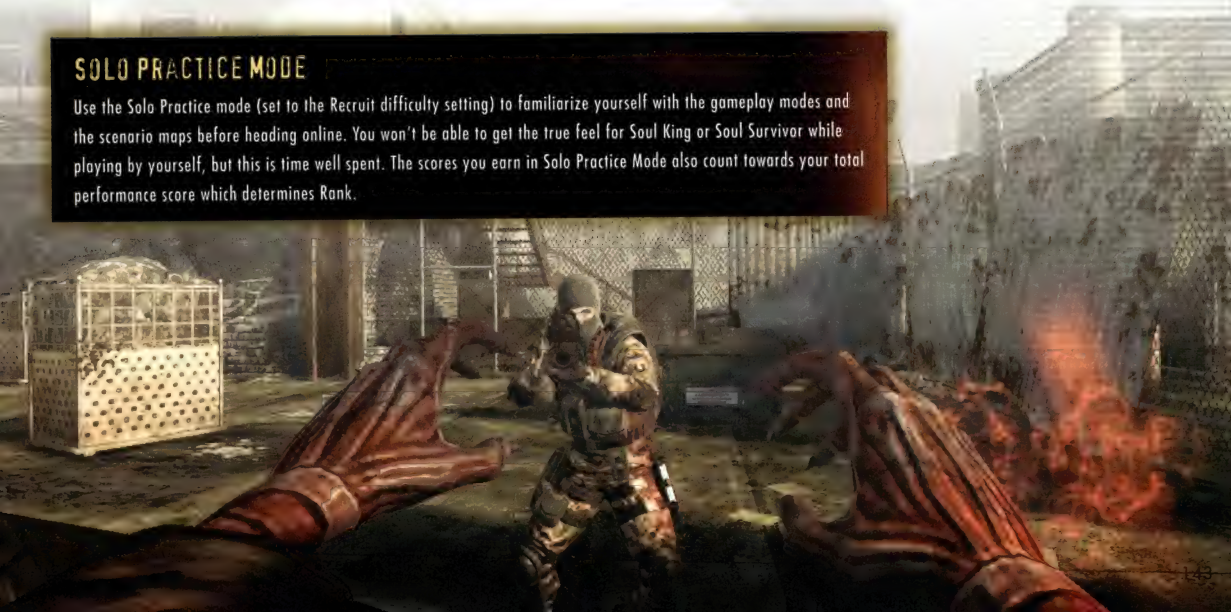
THE MULTIPLAYER MODE IN *F.E.A.R. 3* IS UNLIKE ANYTHING SEEN IN PREVIOUS FIRST-PERSON SHOOTERS. BOTH THE MULTIPLAYER MODES AND THE ADDITIONAL GAMEPLAY FEATURES ADD AN EXCITING NEW DIMENSION TO THE *F.E.A.R.* EXPERIENCE.

OVERVIEW

Though the controls and weaponry used in the multiplayer modes should be familiar to anyone who has played the campaign, the approach required to be successful in multiplayer is quite different. Each of the four modes differ significantly from one another, and even more from the campaign. Each multiplayer mode can be played with up to a total of four people and though the Soul King mode is strictly competitive, the other three modes (Contractions, Soul Survivor, and F**king Run!) blend cooperative gameplay with competitive undertones.

SOLO PRACTICE MODE

Use the Solo Practice mode (set to the Recruit difficulty setting) to familiarize yourself with the gameplay modes and the scenario maps before heading online. You won't be able to get the true feel for Soul King or Soul Survivor while playing by yourself, but this is time well spent. The scores you earn in Solo Practice Mode also count towards your total performance score which determines Rank.



HEALTH AND LAST STAND

Depending on the mode being played, human players may take on the role of a F.E.A.R. squad member or a ghostly apparition known as a Spectre, but neither Point Man nor Fettel are available in multiplayer. That said, the health system should feel similar. The screen turns red with blood as the character you are controlling takes damage. The more damage you take, the redder the screen becomes until you either escape and recover or your health is depleted. This is where things get tricky...

F.E.A.R. Squad and Last Stand

As a member of the F.E.A.R. squad, players have 100 HP, but do not die upon being depleted of health. Instead, the F.E.A.R. squad member is put into Last Stand mode. The soldier falls to the ground and draws his Last Stand Weapon. The Last Stand Weapon helps the player stay alive until his teammates can come to revive him. Depending on the mode being played (Contractions, for example), no further harm may befall the downed soldier and he can wait to be revived by a teammate. The downed squad member can crawl along the ground and fire at enemies while waiting to be revived.

Last Stand mode takes on a twist when playing Soul Survivor, however. In this mode, players have a limited amount of ammo for the Last Stand Weapon, but the player is automatically revived if they kill an enemy while in Last Stand. This forces players to balance the desire to be revived with the need to be patient and wait for a teammate to come to their aid.

Spectres and Possessed Enemy Health

Spectres (see below for details) have exceptionally low amounts of health (100 HP). The player's screen seldom has the chance to turn red when taking damage as a Spectre—the Spectre typically goes from healthy to vanquished in a moment's notice due to their lack of defense. In modes where Spectres are in play, the player simply respawns as a new Spectre somewhere across the map. There is no Last Stand mode for Spectres.

The main purpose of being a Spectre is to take possession of enemy A.I. characters and use them to attack your human competitors (Soul King and Soul Survivor). The A.I. enemies you possess have the same amount of health as they do in the campaign mode, but unlike F.E.A.R. squad members, they do not enter Last Stand mode when depleted of health. Instead, the Spectre is ejected from the host and is forced to find another body to possess, or be shot. As you'll soon see, this places enormous importance on the Spectre's ability to perform body-to-body possessions.

POSSESSED ENEMY A.I. HEALTH

Enemy	HP	Defensive Rating
Armacham Grunt	125	None
Light Shotgun Soldier	125	None
Heavy Soldiers	125	Low
Heavy Riot Soldier	125	Medium
Cultists	185	Medium
Phase Caster	300	Medium
Phase Commander	1000	Medium

MULTIPLAYER WEAPONRY

Each of the weapons available in the campaign are available in the multiplayer mode, though they aren't necessarily as easy to come by. The damage the weapons inflict on enemies is shown in the following table.

MULTIPLAYER WEAPON RATINGS

Weapon	Effective Range (meters)	Base Damage[1]	Headshot Modifier
Strader Mk. VII	12.5-17.5	40-30	2.525x
Briggs SMG	20-30	20-16.7	3.0x
Rakow G3A3 AR	20-30	35-28	3.0x
MP-970	10-15	18-9	1.5x
Vollmer EL-10 CAS	~12	17x10 pellets	1.0x
Schuller LDR50	100	135 (no drop off)	2.0x
S-HV Penetrator	20-30	51-40	5.0x
Armacham Goliath	0-6	270-68	1.0x
Type 13 Arc Beam	80	80 per second	1.0x

[1]Max damage up to first range value. Gradual drop-off between first and second range value. Damage static at maximum range value. With EL-10 CAS, more pellets hit the target at close range.

PRE-ORDER EXCLUSIVE LAST STAND WEAPONS

Weapon	Effective Range (meters)	Base Damage*	Clip Size
Hammer (GameStop)	20-30	100	6
Shredder (Best Buy)	~12	17x10	4

The Briggs SMG, Rakow G3A3 AR and Vollmer EL-10 CAS see the most use during multiplayer action, but this depends entirely on the mode being played. Players can access the more powerful weaponry inside the red crates when playing Contractions and by possessing Armacham Snipers and Rocket Soldiers on higher rounds of Soul King.

SOME PERKS CARRY OVER

Players who have already spent time in the campaign and ranked up several times will have an advantage over those who haven't. Though many of the perks you unlock for ranking up apply only to Point Man and Fettel's unique psychoabilities, perks that increase ammo and grenade capacity and increase health regeneration speeds do carry over to multiplayer. The Soldier Slide Kick and Jump Kick attacks can also be used during multiplayer mode.

MULTIPLAYER MODES

F.E.A.R. 3 contains four different multiplayer modes, each paired with three unique maps to form a selection of twelve specific maps. The multiplayer modes described here are unlike anything you've seen in other first-person shooters so take a few moments to read the descriptions and general strategies outlined here before diving in. You'll find that the same general tactics apply to all three scenarios within a given gameplay mode so read the tips carefully. Scenario-specific tips and tactics unique to each map are included in the "Multiplayer Scenarios" chapter.

DIFFICULTY MULTIPLIERS

Difficulty	Scoring Multiplier
Recruit	1.0x
Commando	1.0x
Fearless	2.0x
Insane	3.0x

The higher difficulty settings scale the enemy's weapon damage and accuracy.

CONTRACTIONS

You and up to three fellow F.E.A.R. squadmates are holed up inside a shelter, tasked with fending off waves of enemies that storm the area each time Alma has a contraction. Players must work together to collect weapons crates and build barricades during the lull between contractions to increase their odds of survival. Cooperation, communication, and excellent teamwork are necessary to survive all 20 waves and be extracted from the area.

Players: 1-4 (cooperative)

Scenarios: Mechanized Invasion, The Commute, and This is Suicide!

Victory Conditions: Survive all 20 waves to be extracted and achieve victory. All downed players are revived at the conclusion of each wave.

Losing Conditions: Though players are not killed during this mode, the game ends once the entire team has been downed. At least one player must survive the wave to continue.

Unique Options: Friendly fire can be enabled/disabled for this mode at the player's choosing.

SCORING SYSTEM: CONTRACTIONS

Action	Points
Kills	100
Revives	100
Crate Retrieval	500
Barricade Repair	150
Wave Bonus (per wave)	1000

Survival Tactics

SCAVENGE FOR WEAPONS

The action during Contractions takes place in waves, providing the F.E.A.R. squad with time to collect weapons crates and return them to the safe zone. Players begin with minimal weapons and ammo and must venture outside the shelters to find yellow and red weapon crates and return them to the circular areas within the safe zones. Yellow crates contain common weapons like the Vollmer EL-10 CAS shotgun and Rakow G3A3 AR assault rifle, whereas the red crates contain rarer, heavy weapons such as the Goliath and Type 13 Arc Beam.

Carry crates back to the circles inside the shelters to restock your team's arsenal.

- NEW CRATES APPEAR AFTER EACH WAVE. PLAYERS CAN COLLECT CRATES DURING THE WAVE—AND PERFORM MELEE ATTACKS WHILE CARRYING A CRATE—BUT THIS IS RISKY WITHOUT ADEQUATE COVER FIRE.
- WEAPONS FROM CRATES ONLY POPULATE THE SHELTER TO WHICH THE CRATE IS CARRIED. COORDINATE WITH TEAMMATES TO BRING CRATES TO THE SHELTERS THE TEAM IS UTILIZING MOST.
- CARRY THE CRATES TO THE HIGHER SHELTERS DURING LATER WAVES TO STAY OUT OF THE FOG. HAVE A TEAMMATE LEAD THE WAY WITH THE RIOT SHIELD TO PROVIDE COVER IF NECESSARY.
- EACH SCENARIO LOCATION HAS NUMEROUS POSSIBLE CRATE LOCATIONS, TYPICALLY ALONG THE PERIMETER OF THE AREA. A SMALL NUMBER OF SUPPLY CRATES APPEAR AT RANDOM LOCATIONS AFTER EACH WAVE. THE RED ONES ARE USUALLY MOST HARD TO FIND SO LOOK CAREFULLY.
- BEING DOWNED WHILE CARRYING A CRATE RESULTS IN THE CRATE VANISHING WITH NO WAY OT RETRIEVE IT.

BUILD BARRICADES

Many of the shelters have several broken windows and doors that can be repaired to obstruct the enemies' advance and funnel them through choke points. Look for highlighted wooden fragments at windows and doorways and hold the Repair button to build the barricade, as prompted on the screen. These same barricades can also block a teammate's route into the shelter and accidentally trap a player (perhaps with a weapon crate) on the wrong side of safety. It's imperative that teammates coordinate with one another so that they not only know which shelter to bring a crate to, but also which ones are being barricaded.

Repair broken barricades to halt the enemy advances and funnel them through choke points of your choosing.

- BARRICADES CAN ONLY BE CONSTRUCTED BETWEEN WAVES. TEAMS WITH THREE OR MORE PLAYERS CAN HAVE TWO PLAYERS RETRIEVE WEAPON CRATES WHILE THE OTHERS BUILD BARRICADES.
- ENEMIES CAN BREAK THROUGH BARRICADES, BUT THEY'RE MORE LIKELY TO SEARCH FOR A WAY AROUND. LEAVE A NARROW PATH FOR THEM TO ENTER THROUGH SO THEY DON'T TRY TO BREAK THROUGH ALL BARRICADES.
- CONSIDER LEAVING THE OPENING NEAREST THE WEAPON CRATES OPEN TO MAKE FOR A SPEEDY RETRIEVAL WITHOUT ACCIDENTALLY TRAPPING A TEAMMATE ON THE WRONG SIDE OF THE BARRICADE.

AVOIDING ALMA

Alma wanders the map during each of her contractions and she's in no mood for putting up with the likes of you. It's very dangerous to get close to Alma, or to even look at her for too long—it's rude to stare, and she'll let you know it. Alma has several supernatural abilities that she dishes out as punishment to players who get her attention. Alert your teammates to her whereabouts and move in the other direction if at all possible.

- ALMA'S VARIOUS EFFECTS INCLUDE: TEMPORARY BLINDNESS, STUN AND BLUR, INSTANT LAST STAND, TELEPORT (WHICH WILL REMOVE YOU FROM POWER ARMOR IF YOU ARE INSIDE.)
- ALMA USES HER SUPERNATURAL POWERS TO TELEPORT AROUND THE MAP AT RANDOM. LET YOUR TEAMMATES KNOW WHERE SHE IS AND QUICKLY HEAD IN THE OTHER DIRECTION.

Alma can't be hurt by your weaponry, but she can easily put you in jeopardy if she catches you looking her way. Stay clear!

STAY ABOVE THE FOG

Alma and the enemies she births during each contraction aren't the only threats you face. An ever-rising fog slowly envelops the map beginning with the second wave and gradually gets thicker and thicker (the fog recedes between waves to allow for crate collection) The fog not only makes it harder to spot enemies and focus firepower, but it also obscures a paranormal entity known as the Harvester. This creature travels invisibly under the fog and would be undetectable if not for the orange glow that appears on the ground wherever it goes. The creature can only traverse the ground surface at first, but it can slowly inch higher and higher as the fog deepens during successive waves. The Harvester injures any players that come in contact with its orange glow.

Beware the orange glow on the ground in the fog. Climb to safer elevations to avoid the Harvester.

- THE EVER-RISING FOG BLANKETS THE AREA AND MAKES IT INCREASINGLY MORE DANGEROUS TO VENTURE INTO THE MAP'S LOWER AREAS. THIS MAKES IT INCREASINGLY MORE IMPORTANT THAT PLAYERS UTILIZE THE TIME BETWEEN CONTRACTIONS TO GATHER AS MANY WEAPON CRATES AS THEY CAN.
- IDENTIFY THE SHELTERS THAT ARE AT THE UPPERMOST ELEVATION AND KEEP THEM SUFFICIENTLY STOCKED WITH AMMO DURING THE LATER WAVES, AS THE F.E.A.R. SQUAD WILL BE FORCED INTO A SMALL AREA TO ESCAPE THE FOG.

TEAMWORK CONQUERS ALL

Despite there being an individual scoring element to this mode—and it's only natural to want to avoid being the lowest scoring member of the team—the only way to survive all 20 waves and be extracted by the rescue team is by working together to achieve the common goal. Players must put aside their selfishness and resist the urge to hoard the best weapons or go it alone out in the open. Aggression is necessary for survival, but foolishness will get you killed—and jeopardize the entire team.

Focus attacks on tougher enemies, call out downed teammates, and share power weapons. In other words, play nice!

- STICK CLOSE TO YOUR TEAMMATES, BUT NOT SO CLOSE THAT A SINGLE ROCKET OR GRENADE CAN KILL THE ENTIRE TEAM. THE GAME ENDS WHEN ALL PLAYERS HAVE BEEN PUT INTO LAST STAND MODE—REVIVE PLAYERS WHENEVER FEASIBLE TO MINIMIZE THE RISK OF DEFEAT.
- FOCUS FIRE ON ENEMIES TO KILL THEM FASTER. TRY TO FLANK THE TOUGHER ENEMIES AND HIT THEM FROM MULTIPLE DIRECTIONS TO AVOID BEING TAKEN OUT FROM A SINGLE ATTACK. STUDY THE WAVE COMPOSITION LISTS IN THE "MULTIPLAYER SCENARIOS" CHAPTER OF THIS BOOK TO KNOW WHICH ENEMIES SPAWN WHEN AND EQUIP THE WEAPONS BEST SUITED FOR THE WAVE. DON'T WASTE POWERFUL WEAPONS ON WEAK ENEMIES.
- LEARN YOUR TEAMMATE'S STRENGTHS AND WEAKNESSES AS WELL AS YOUR OWN. DON'T HOARD THE SNIPER RIFLE IF YOU KNOW YOU ARE NOT AS ACCURATE WITH IT AS ANOTHER TEAM MEMBER. SIMILARLY, IDENTIFY WHICH PLAYERS ARE CONSISTENTLY GETTING DOWNED AND PERSUADE THEM TO SPEND MORE TIME IN THE SHELTER.
- FORMULATE A PLAN TO FUNNEL ENEMIES THROUGH ONE OR TWO CHOKE POINTS BY USING AVAILABLE BARRICADES. COMMUNICATE WITH YOUR TEAM TO AGREE ON A SPECIFIC STRATEGY TO MAXIMIZE THE SHORT AMOUNT OF TIME BETWEEN WAVES. ASSIGN ROLES TO PLAYERS TO COLLECT WEAPON CRATES AND BUILD BARRICADES EFFICIENTLY.

F**KING RUN!

The premise of this mode is as straightforward as they come: F**king Run! Teams of up to four F.E.A.R. squadmates must outpace the ever-encroaching Wall of Death while fighting their way past hordes of Armacham's deadliest soldiers trying to slow their advance. This mode forces players to dispense with all manner of slow, deliberate actions and commit to constant motion. Any sense of hesitation will cost a player valuable time, placing the entire team in jeopardy of losing to the Wall of Death (Keep in mind that even one player caught by the Wall of Death means the scenario ends immediately). Players must communicate effectively to revive fallen comrades, focus fire on specific enemies, and to avoid wasting grenades. Each scenario consists of five segments of increasing difficulty, separated by checkpoints and safe zones.

Players: 1-4 (cooperative)

Scenarios: Hell's Express, Mother's Dark Nature, and Street Cleaning

Victory Conditions: Outrun the Wall of Death while battling to the end of all five segments of the map.

Losing Conditions: Players can be revived if felled by an enemy, but the entire team fails the mission if even one player is caught by the Wall of Death.

SCORING SYSTEM: F**KING RUN!

Action	Points
Kills	100
Time Bonus (per second under par)	500
Clean Run Bonus (segments not downed)	2500

Survival Tactics

SAFE ZONE PREPARATIONS

Teams begin in a safe zone where they have all the time they need to prepare for the battle to come. Use this time to load up on weapons and ammo and to discuss tactics. Players who are most familiar with the scenario should brief those less experienced on what's to come, any forks in the path, and where the largest assemblages of enemies are located. Most importantly, make sure everyone is ready before someone advances outside the safe zone—it only takes one impatient player to put the team at risk right from the start.

Weapons respawn within the ammo crates so make sure everyone is fully loaded and ready to continue before leaving the safe zone.

- EACH SCENARIO IS DIVIDED INTO FIVE SEGMENTS, WITH SEPARATE SAFE ZONES PRESENT AT EACH CHECKPOINT. TAKE ADVANTAGE OF THE SAFE ZONES PRECEDING EACH CHECKPOINT TO REARM AND DISCUSS STRATEGY.
- THERE ARE TYPICALLY FOUR WEAPON CRATES IN EACH SAFE ZONE CONTAINING COMMON WEAPONS LIKE THE VOLLMER EL-10 CAS AND BRIGGS SMG. LATER CHECKPOINTS CONTAIN MORE VALUABLE WEAPONS SUCH AS THE RAKOW G3A3 AR AND EVEN THE ARMACHAM GOLIATH.

FOREVER FORWARD

It's imperative that the team balances the need to maintain constant forward momentum with the understanding that this is not a race. Players who sprint out ahead of their teammates put both themselves and the team at great risk. Nevertheless, slower players must not allow themselves to fall behind, for the Wall of Death is never far behind. Players must adapt a new playing style specifically for this mode that is far less cautious than that needed in the single player campaign. Fortunately, health regenerates much faster in this mode. The Wall of Death appears on-screen as a large black shadow swallowing the landscape and emits a haunting sound as it draws close—this is your cue to pick up the pace!

- DON'T FEEL THE NEED TO KILL EVERY SINGLE ENEMY YOU ENCOUNTER—THE WALL OF DEATH SWALLOWS UP THOSE LEFT IN YOUR WAKE. IN FACT, THERE ARE SO MANY ENEMIES IN THE FINAL TWO SEGMENTS THAT KILLING THEM ALL MAY BE IMPOSSIBLE GIVEN THE SPEED OF THE WALL OF DEATH.
- IT'S OKAY TO SLOW TO A WALK BRIEFLY WHILE AIMING AT ENEMIES, BUT DON'T STOP MOVING. BETTER YET, RUN TOWARDS ENEMIES AND KILL THEM WITH A SLIDE KICK!
- ONE DOWNED SQUADMATE CAN QUICKLY BECOME TWO IF THE TEAM DOESN'T PROVIDE COVER FOR THE PLAYER DOING THE REVIVING! STAY TOGETHER AND MAKE SURE THE REST OF THE TEAM KNOWS WHO HAS BEEN DOWNED, WHERE THEY'RE LOCATED, AND WHO IS DOING THE REVIVING. THE PLAYER WHO IS DOWNED SHOULD CONTINUE CRAWLING FORWARD.
- AVOID SPENDING TOO MUCH TIME LOOKING DOWN YOUR SCOPE, AS IT NARROWS YOUR FIELD OF VISION, INCREASING YOUR CHANCES OF MISSING A KEY STAIRCASE OR LADDER (OR EVEN A LOG TO CRAWL THROUGH). SEVERAL AREAS HAVE SIGNIFICANT VERTICALITY, FORCING PLAYERS TO QUICKLY ASCEND TO HIGHER LEVELS WHILE AVOIDING THE WALL OF DEATH.

Firing on the move and making frequent use of the Slide Kick are two of the ways to be effective while staying clear of the Wall of Death.

FRIENDLY COMPETITION

The only way to win this mode is if the entire team manages to outrun the Wall of Death and reach the fifth and final checkpoint. That said, there is still an element of competition at play, as each player is scored individually for their kills and overall performance. The desire for personal glory must be weighed against the risk of failure inherent in a more selfish approach.

Being the first to throw a grenade into a freshly spawned group of enemies is a great way to outscore your teammates.

- USE GRENADES AGAINST GROUPS OF ENEMIES AND TRY TO STAY JUST A STEP OR TWO AHEAD OF YOUR TEAMMATES FOR GREATER SCORING OPPORTUNITIES.
- MORE POWERFUL WEAPONS CAN BE FOUND OFF THE BEATEN PATH, BUT GETTING THEM IS A RISK. STUDY THE MAP TO BETTER LEARN WHEN TO TAKE A CHANCE AND WHEN NOT TO, AS YOUR TEAMMATES CAN'T WAIT FOR YOU. IT'S UP TO YOU TO CATCH UP IF YOU GO EXPLORING FOR WEAPONS.
- AIM FOR THE ENEMY HEADS FOR QUICKER KILLS AND LOOK FOR OPPORTUNITIES TO SLIDE KICK PAST ENEMIES. THIS NOT ONLY EARNS YOU A KILL, BUT IS AN EXCELLENT WAY TO COVER GROUND QUICKLY AND SAFELY.

SOUL KING

Soul King pits players in a competitive enemy-filled arena, tasked with the goal of collecting the most Souls before time expires. Souls are dropped by slain enemies (both A.I.-controlled and human opponents) and are worth a different amount of points depending on the color of Soul. It's possible to steal the Souls of enemies killed by your fellow human competitors. It's also possible to kill the player-character, forcing them to lose a significant portion of their Soul collection—rush in and gather up the dropped Souls to pad your total. Players are present in the form of a Spectre, a ghostly creature capable of possessing any of the enemies present. Spectres are easily killed in combat and lack a true offensive attack, but can possess enemies and use their weaponry to earn Souls. Unlike Fettel, however, Spectres can perform body-to-body possessions.

Players: 2-4 (competitive)

Scenarios: Black Gold, Fresh Fish, and Connections

Victory Conditions: The player who holds the most Souls when time expires is crowned Soul King.

Losing Conditions: The game ends when time expires. There can only be one winner: the Soul King!

Unique Options: The host can determine how long the round will last (3, 4, or 5 minutes) and how many rounds will be played in each match (3, 4, or 5 rounds).

SCORING SYSTEM: SOUL KING

Action	Points
Soul King during possession (every 2 seconds)	20
Soul King as Spectre	0
Soul King at Round End	1000
Points Lost per Death	-50% Total

THE VALUE OF A SOUL

The amount of souls dropped depends on each enemy. Some enemies are worth more than others. This point total is signified by the color of the skull that is dropped. See the individual scenario coverage in the following chapter for scoring information.

Survival Tactics

MEET THE SPECTRE

Each human player is present in the game in the form of a Spectre, a ghostly creature that is every bit as weak as it is fast. The Spectre's only attack is a non-lethal stun blast that slows the enemy you hit it with, but does no physical damage. The Spectre's only real option in combat is to take possession of enemy A.I. characters and utilize their weapons and skills, much as Fettel does in the story campaign. What sets Spectres apart, however, is that they can instantly shift from body to body by strategically taking possession of other enemy A.I. once their Possession Meter has replenished following the initial possession. The eyes of possessed enemy characters emit an eerie glowing effect—that's your cue that the enemy is more than just another A.I. character.

Use the body-to-body possession mechanic to escape a sticky situation!

- THE SPECTRE MOVES VERY QUICKLY THROUGH THE LANDSCAPE, HOVERING SEVERAL FEET OF THE GROUND. IT'S WEAK AND CAN BE KILLED QUITE EASILY. AVOID SPENDING TIME AS THE SPECTRE; TAKE POSSESSION OF A NEARBY ENEMY BEFORE IT'S TOO LATE!
- USE THE BODY-TO-BODY POSSESSION ABILITY TO ESCAPE DANGEROUS SITUATIONS QUICKLY. USE IT TO TRANSFER OUT OF A NEAR-DEAD BODY TO ANOTHER ONE NEARBY, OR TO ENTER AN ENEMY A.I. THAT IS IN A HARD-TO-REACH POSITION.
- THE BODY-TO-BODY POSSESSION MECHANIC CAN ALSO BE USED TO GREAT OFFENSIVE ADVANTAGE. LOOK FOR ENEMY A.I. CHARACTERS SNEAKING UP ON OTHER HUMAN PLAYERS AND QUICKLY TAKE CONTROL TO GET THE KILL. USE THIS ABILITY TO ENTER BODIES IN POSSESSION OF MORE POWERFUL ENEMIES OR TO CLOSE THE DISTANCE ON SOULS LEFT UNCOLLECTED IN THE ENVIRONMENT.
- PHASE CASTERS CAN SUMMON OTHER ENEMIES INTO THE BATTLE. LOOK TO TAKE POSSESSION OF ONE THEN USE THEIR ARC BEAM AND SUMMON ABILITY TO TAKE DOWN THE SOUL KING!

SOUL COLLECTION

The enemies that you and the other human players kill drop Souls of various colors (red, yellow, green, etc.). These Souls are worth different points based on their color, with the Souls dropped by tougher enemies being worth more. Players are not limited to only collecting the Souls dropped by enemies they kill—stealing the Souls from enemies you didn't kill is not only possible, but encouraged! Human players also drop Souls when killed—exactly 50% of their current point total! Kill the right player at the right time and you just might vault from last place to first!

All uncollected Souls on the battlefield are fair game to human players. This is the ultimate in kill-stealing!

- USE YOUR OPPONENT'S GREED AGAINST THEM. KILL AN ENEMY, AND LET THE SOULS GO UNCOLLECTED. FIND NEARBY COVER AND WAIT FOR AN UNSUSPECTING HUMAN OPPONENT TO MOVE IN TO COLLECT THE SOULS, THEN JUMP OUT AND KILL HIM!
- HUMAN PLAYERS LOSE HALF OF THEIR TOTAL SOUL COLLECTION WHEN KILLED. ALWAYS LOOK FOR OPPORTUNITIES TO ATTACK DISTRACTED HUMAN OPPONENTS.
- EACH MAP HAS SEVERAL DIFFERENT ENEMY TYPES, EACH OF WHICH HAVE DIFFERENT WEAPONS AND ABILITIES. DON'T LET YOUR THIRST FOR SOULS LEAD YOU TO MASS SLAUGHTER—SOMETIMES AN ENEMY A.I. IS MORE VALUABLE AS A POSSESSION THAN AS A SOURCE OF SOULS.

ALL EYES ON THE KING

It's only natural for players to want to run off and hide once they collect the most Souls and are dubbed Soul King—especially since the leader earns bonus Souls while in the lead. This tactic won't get them very far, as the current Soul King is marked and always made visible on opponent's screens. This ensures that the other human players always know where the Soul King is, or at least in which direction to head to find him. All humans players lose half their Souls upon being killed, but it's the Soul King who usually attracts the most attention, after all he has the most Souls to lose! Look to form a temporary alliance with other players to gang up on the Soul King and take him down!

- THE SOUL KING'S BEST DEFENSE IS EITHER TO LOOK FOR A CHOKE POINT THROUGH WHICH THEY CAN FUNNEL ATTACKERS OR TO MAKE RAPID BODY-TO-BODY POSSESSIONS IN ORDER TO ESCAPE ATTACKS ALTOGETHER.
- LOOK FOR OPPORTUNITIES TO POSSESS AN ENEMY A.I. LOCATED ON UPPER WALKWAYS OR DISTANT LEDGES; ANYPLACE THAT MIGHT BE HARD TO REACH FOR OTHER PLAYERS.
- TRY TO STAY IN A CLOSE SECOND PLACE THROUGHOUT THE FIRST HALF OF THE MATCH, AS THIS REDUCES UNWANTED ATTENTION AS THE SOUL KING AND ALLOWS YOU TO BE SNEAKIER. MOUNT AN ALL-OUT ASSAULT ON THE SOUL KING DURING THE FINAL MINUTES OF THE MATCH TO CLAIM THE LEAD AND SECURE THE BONUS SOULS FOR BEING THE LEADER.

Let the on-screen indicator be your guide. Look for flanking opportunities and attack the Soul King to take the lead!

SOUL SURVIVOR

Soul Survivor blends cooperative gameplay with a competitive aspect that forces players to adapt new strategies as they find themselves fighting first on the F.E.A.R. squad, then ultimately against them. This forces players to shift from being the hunted to being the hunter. One player is chosen at random by Alma at the start of each round and forced to join her side as a Spectre. The other human players must work together as members of a F.E.A.R. squad to stave off the attack and reach an exit that only becomes accessible during the final minute of the round. The Spectre fights alongside hordes of enemy A.I. to corrupt the F.E.A.R. members and bring them to Alma's side as other Spectres. Little by little the F.E.A.R. squad is depleted of members until one Soul Survivor remains.

Players: 2-4 (cooperative-competitive)

Scenarios: Sub Rosa, Final Descent, and You're Done Here

Victory Conditions - Spectre: The player chosen to be the Spectre attains victory by corrupting all other human players and ensuring that none escape alive.

Victory Conditions - F.E.A.R. Squad: The players remaining in the role of the F.E.A.R. squad must have at least one surviving member reach the escape or survive to the time limit to achieve victory.

Unique Options: The host can determine how long the round will last (3, 4, or 5 minutes) and how many rounds will be played in each match (3, 4, or 5 rounds).

SCORING SYSTEM: SOUL SURVIVOR

Action	Points
F.E.A.R. Time (per second survived)	30
Corruptions	2000
Last Man Escaped (last 30 seconds)	4000

Survival Tactics

BY ALMA'S SIDE

The player chosen to play as the Spectre must fight to corrupt the remaining humans on the F.E.A.R. squad in order to achieve victory. The Spectre is fast, but also weak. While it has a stun blast at its disposal, the stun blast is not able to down a player. Instead, the Spectre must take possession of enemy A.I. characters and use their weaponry to down members of the F.E.A.R. squad. Once downed, the Spectre can perform the Corruption and force the player to become a Spectre. Spectres can perform body-to-body possessions to quickly close on enemy players and to avoid being knocked out of a slain host body.

Look for isolated F.E.A.R. members and down them to make them susceptible to Corruption.

- TAKE ADVANTAGE OF THE ENEMY A.I. TO SURROUND AND WEAKEN THE MEMBERS OF THE F.E.A.R. SQUAD. POSSESS AN ENEMY A.I. IN POSITION TO DOWN AND CORRUPT THE OPPONENT. ALWAYS LOOK FOR AN OPPONENT THAT HAS BEEN SEPARATED FROM ITS TEAM.
- THE SPECTRE HAS UNLIMITED LIVES, BUT SHOULD AVOID BEING KILLED AS IT FORCES HIM TO RESPAWN FAR FROM THE ACTION. THIS GIVES THE F.E.A.R. SQUAD AN OPPORTUNITY TO REGROUP. ONE WAY TO MINIMIZE THE RISK IS TO REFRAIN FROM CORRUPTING FALLEN ENEMIES FROM THE FRONT—SNEAK UP BEHIND THEM TO AVOID GIVING THEM A POINT-BLANK SHOT AT REVIVAL!
- ALWAYS BE ON THE LOOKOUT FOR STRONGER ENEMY A.I. CHARACTERS SUCH AS PHASE CASTERS, AS THEY CAN SUMMON ADDITIONAL ENEMIES INTO THE ROOM TO HELP DISTRACT AND WEAKEN THE F.E.A.R. MEMBER.
- THE ODDS OF THE SPECTRE WINNING THE MATCH SIGNIFICANTLY INCREASE AS MORE MEMBERS OF THE F.E.A.R. SQUAD ARE CORRUPTED AND BROUGHT TO ALMA'S SIDE. THE FIRST CORRUPTION IS OFTEN THE MOST DIFFICULT. DON'T GIVE UP!

LIMITED AMMUNITION

Keep in mind that enemies in Soul Survivor do not drop weapons or ammo, so they are scarce. The only way to restock is to find open caches on the map.

STRENGTH IN NUMBERS

The players left in the shoes of the F.E.A.R squad have a much greater chance of surviving to the end of the round (or reaching the exit that appears in the final minute) by sticking together, assisting one another when downed, and by staying on the move. The Spectre isn't their only adversary—the F.E.A.R. squad must defend against the horde of enemy A.I. as well. The best way to do this is to work together to quickly focus firepower on tougher foes, avoid being backed into a corner, and by staying on the move. There are certain areas in each map that are easier to defend than others (such as choke points with no overhead walkways or ledges).

Always focus firepower on the possessed enemy then attack the Spectre to force it to respawn.

- IT'S IMPERATIVE THAT THE F.E.A.R. SQUAD STICK TOGETHER (BUT NOT SO CLOSE THAT A SINGLE GRENADE DOWNS THE WHOLE GROUP) TO HELP REVIVE ONE ANOTHER WHEN DOWNED. LOSING A MEMBER TO CORRUPTION DOESN'T JUST REDUCE THE SQUAD'S NUMBERS, BUT IT INCREASES THE NUMBER OF SPECTRES ON THE MAP!
- AVOID AREAS ON THE MAP WHERE SPECTRES CAN TAKE POSSESSION OF ENEMIES IN AREAS THAT YOU CAN'T REACH, SUCH AS OVERHEAD WALKWAYS OR ATOP BALCONIES.
- IN ORDER TO WIN A ROUND OF SOUL SURVIVOR, YOU MUST MEET ONE OF THE FOLLOWING WINNING CONDITIONS: AT LEAST 1 F.E.A.R. SQUAD MEMBER SURVIVES UNTIL THE CLOCK REACHES 0; 1 F.E.A.R. SQUAD MEMBER (THE SOUL SURVIVOR) SURVIVES UNTIL 30 SECONDS AND THEN REACHES THE EXIT WHEN IT APPEARS.
- KEEP AN EYE OUT FOR HIGH-VALUE TARGETS LIKE PHASE CASTERS OR ENEMIES WITH RIOT SHIELDS AND WORK TOGETHER TO KILL THEM BEFORE THE SPECTRE CAN TAKE POSSESSION OF THEIR BODY. THE LAST THING YOU WANT IS A SPECTRE CONTROLLING A PHASE CASTER!

LAST STANDING SURVIVOR

Players aren't completely vulnerable when downed, as each member of the F.E.A.R. squad is equipped with a Last Stand weapon. This pistol is extremely powerful, not only in terms of firepower, but killing an enemy with it also revives the downed player. The one drawback to this weapon in Soul Survivor mode is that it has a limited amount of ammunition. Be extra careful when using it, make your shots count, because you don't get any extra ammo. Manage to stay upright, keep your back to the wall, and save some Last Stand ammo for the end, and you just might make it to the exit.

- RESIST THE URGE TO USE YOUR LAST STAND AMMO IF A TEAMMATE IS NEARBY TO REVIVE YOU. YOU MAY NEED THAT AMMO TO REVIVE YOURSELF ONCE THEY'RE GONE.
- STUDY THE SCENARIO MAPS TO KNOW WHERE THE EXIT SHOULD APPEAR. YOU WON'T HAVE MUCH TIME TO REACH THE EXIT ONCE THE FINAL MINUTE COMES, AND YOU SHOULD EXPECT THE SPECTRES TO BE HOT ON YOUR TAIL.
- AVOID STAYING IN ONE PLACE FOR TOO LONG. TRY TO BLEND THE NEED TO KEEP YOUR BACK TO THE WALL WITH THE NEED TO KEEP MOVING. THE ENEMIES CAN'T SURROUND YOU IF YOU FOLLOW THESE TIPS.

Be frugal with your Last Stand ammo. Once you run out, there's no getting any more.

MULTIPLAYER SCENARIOS

This chapter contains maps and strategies unique to each of the twelve scenarios included in the game.

CONTRACTIONS

GATHER SUPPLY CRATES BETWEEN THE WAVES, FORTIFY YOUR DEFENSES, AND STICK TOGETHER TO SURVIVE THE 20 WAVES OF CONTRACTIONS. THE ACCOMPANYING MAPS DETAIL THE POSSIBLE LOCATIONS OF EACH YELLOW AND RED SUPPLY CRATE, THE WEAPON STOCKPILE LOCATIONS, AND THE RECOMMENDED LOCATIONS FOR THE FOUR F.E.A.R. SQUADMATES. CONTRACTIONS DEMANDS TEAMWORK AND SKILL, EVEN ON THE LOWEST DIFFICULTY SETTING.

THIS IS SUICIDE!

Map Size: Medium, best suited for 3-4 players.

The three-story Town Place market faces out onto a haunting avenue crawling with Alma's corrupt enemies. The F.E.A.R. squad must mount their final stand in the store as the fog rises and pushes them ever upwards.

ENEMY ENCOUNTERS PER WAVE

Wave	Enemies Present
1	ATC Soldier
2	ATC Soldier, ATC Light Shotgun
3	ATC Heavy Soldier
4	Scavengers, ATC Heavy Soldier
5	Scavengers
6	Cultist Unarmed, Cultist Armed
7	Cultist Armed, Cultist Unarmed
8	Cultist Armed, Suicide Cultist
9	Suicide Cultist
10	ATC Heavy Soldier, ATC Sniper

Wave	Enemies Present
11	ATC Heavy Shotgun Soldier
12	ATC Heavy Shotgun Soldier, ATC Heavy Rocket Soldier
13	Scavengers
14	ATC Heavy Soldier, Suicide Cultist
15	ATC Heavy Shotgun Soldier, Phase Commander
16	ATC Heavy Soldier
17	Phase Caster, ATC Heavy Shotgun Soldier
18	Suicide Cultist, ATC Heavy Shotgun Soldier
19	ATC Heavy Soldier, ATC Heavy Shotgun Soldier
20	Phase Caster, Phase Commander, Suicide Cultist

Second Floor: Shotguns, Frag Grenades, Pastries

The key to success on this map lies in taking the extra seconds during the early waves to ensure that all supply crates are carried to the second and third floors of the department store. Resist the urge to drop the supply crates off on the ground level, as it's not only the first to be overrun by the fog, but it also offers little in the way of a strategic advantage. The second and third floors, however, both have a spacious terrace overlooking the street that provides ample opportunity to target the enemies before they get too close. Use the exterior stairs on the side of the building to quickly ascend to the third floor or carry the supply crate up the stairs to the pig statue on the second floor.

The stairs are located at the end of the alley on the southeast corner of the map and provide a quick route to the third floor.

This isn't to say that enemies won't attack from within the store—they will—but the extra elevation not only provides the F.E.A.R. squad with a superior vantage point, but it also buys the team valuable seconds once the enemies breach the entrance. The second floor terrace sticks out much further over the sidewalk than the third floor rooftop, making it a prime place to set up your defense until the fog—or Scavengers—force the team higher.

BUILDING FOR THE FUTURE

The store has a large number of barricades that can be repaired to aid in the team's defense. Instruct one person between each wave to focus on repairing barricades, starting with those on the first and second floor. Don't board over every opening though! Always leave the east-most doorway leading in and out of the second and third floor terraces open. This allows the team access to the Weapon Stockpile and the stairs in the alley. And though it eliminates direct access to the second floor from the alley stairs, it's best to keep the door near the ATM on the second floor boarded up. Carry the supply crates to the third floor then jump over the railing down to the second floor balcony for the better view.

SECOND FLOOR VANTAGE POINT

An excellent tactic for this map is to station three of your F.E.A.R members on the second floor balcony while the third (preferably the team's best player) posts up on the stairs in the alley. The players on the balcony can eliminate most of the enemies as they cross the street and draw the fire from those enemies who enter the store and ascend the stairs to the middle floor. The squad member on the stairs can move between the cover on the street (when the fog is low) and the upper levels of the stairs. Keeping the barricade intact on the second floor eliminates the chance of the gunner on the stairs being flanked. Should the action get too intense on the stairs, this player can quickly sprint to the third floor and leap over the railing to join his teammates on the second floor terrace. This fourth player can also retrieve supply crates during the wave if necessary.

A GUN FOR EVERY ENEMY

Aside from barricade placement and consistently collecting the weapon crates, the other key element is knowing when to best utilize the weapons you have. Don't use the Goliath just because you happen to find one during the early waves. Save it for use against the Phase Commanders in waves 15 and 20. Similarly, try to save the Type 13 Arc Beam for use against Scavengers and Cultists. Similarly, the Snipers that appear in wave 10 can be a real pain if you don't have the Schuller LDR50 to counter it with. The Vollmer EL-10 CAS is also a good tool to have on hand for waves with Cultists and Scavengers as they more than any other enemy type like to scale the railing and climb directly to the second floor.

THE COMMUTE

Map Size: Small, best suited for 2-4 players.

Bullets are the only things flying at this dilapidated bridge control tower on the outskirts of Fairport. The F.E.A.R. squad must use this two-story structure to put what little weaponry they have to use in defending themselves.

ENEMY ENCOUNTERS PER WAVE

Wave	Enemies Present
1	Cultist Unarmed
2	Cultist Unarmed, Cultist Armed
3	Cultist Armed, Cultist Unarmed
4	Scavengers
5	ATC Soldier, ATC Light Shotgun Soldier
6	Armacham Soldier, ATC Heavy Soldier, ATC Light Shotgun Soldier
7	ATC Light Shotgun Soldier, ATC Heavy Soldier
8	Scavengers, ATC Heavy Shotgun Soldier
9	Scavengers, ATC Soldier
10	Scavengers, ATC Heavy Rocket Soldier

Wave	Enemies Present
11	ATC Heavy Shotgun Soldier, Suicide Cultist
12	Suicide Cultist
13	ATC Light Shotgun, ATC Soldier
14	ATC Heavy Soldier, ATC Heavy Rocket Soldier
15	Scavengers, Phase Commander
16	Scavengers, ATC Heavy Soldier, Suicide Cultists
17	ATC Heavy Soldier, ATC Heavy Shotgun Soldier, ATC Heavy Rocket Soldier
18	ATC Heavy Shotgun Soldier, Phase Commander
19	ATC Heavy Shotgun Soldier, ATC Heavy Rocket Soldier, Power Armor
20	Suicide Cultist, ATC Heavy Rocket Soldier, Phase Commander, Power Armor

Advance and Retreat

This is an excellent scenario to play when first getting a feel for Contractions mode as its compact size and limited entry points help to provide natural chokepoints. The second floor of the tower is quite cramped, but this helps to funnel the enemies into a concentrated fire. Use the two ramps constructed of debris to move between the tarmac and the Weapon Stockpile on the second floor when retrieving supply crates or just looking for a little extra breathing room.

Solo players can hold off the angry horde of enemies relatively well thanks to the barricades in place on the second floor.

Teams should spread out across the walkway that wraps around the second floor of the tower. This allows ample view of the ground where the enemies will be coming from, as well as quick access to the interior where fresh ammo and relative safety awaits. This position also makes it possible to block enemies as they ascend the ramps, scout the location of weapon crates, and make a quick getaway by simply leaping over the railing or running down the walkway to the lower floor.

BOARD UP THE DOWNSTAIRS

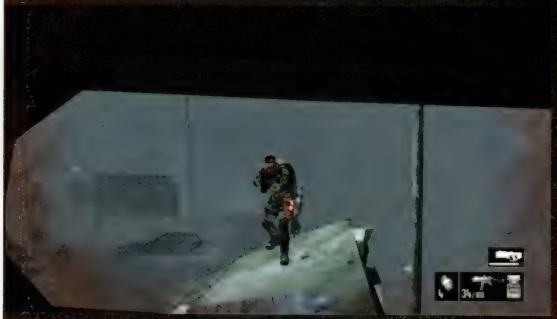
The two debris-filled ramps leading up to the second floor are all your team needs to get in and out of the Weapon Stockpile. The ramp leading up from the lower room is helpful, but not enough to offset the risk of having enemies flanking you from a third point. Try to keep both doors barricaded on the ground floor to eliminate the chance of enemies entering the Weapon Stockpile area and sneaking up the ramp behind you. The fog is going to overwhelm the ground floor soon anyway, so this isn't a significant forfeit of space. The opening to the actual ramp can't be barricaded, so your team will have access to the lower floor should they need it.

TROUBLE ON THE HIGHWAY

The first four waves of Cultists and Scavengers can be handled fairly quickly as a team down on the road where they first spawn. Frequent use of the Slide Kick and Vollmer EL-10 CAS is all it takes to eliminate these early waves of enemies, but don't think it will be this easy for long. Gather up the supply crates after the fourth wave (and between each of the first three too, of course) and head up to the second floor. Being caught out in the open once the enemies with guns start appearing is a recipe for disaster.

RIOT PROTECTION

The deceased mobility that comes with using the Riot Shield can prove too much of a liability on some modes, but not here! Equip the Riot Shield and Briggs SMG and make your way around the balcony to the debris ramp nearest the one leading up from the first floor interior. Use the Riot Shield to block access from this side of the map. Some enemies will climb directly up and over the railing, but you'll be in a fine position to shoot them. This allows the rest of the squad to focus on the other ramp and those enemies scaling the wall near the front of the tower. Just be careful that no enemies break the barricades on the ground floor and come up behind you!



MECHANIZED INVASION

Map Size: Large, best suited for 4 players.

The F.E.A.R squad makes their final stand in a derelict village beneath a crumbling highway overpass. Their only hope for survival is the lone Power Armor at their disposal.

ENEMY ENCOUNTERS PER WAVE

Wave	Enemies Present
1	ATC Soldier
2	ATC Soldier, ATC Light Shotgun Soldier
3	ATC Light Shotgun Soldier
4	Power Armor
5	ATC Heavy Soldier, ATC Heavy Shotgun Soldier
6	Enhanced Power Armor
7	Scavengers
8	Phase Caster, ATC Heavy Riot Soldier
9	Cultist Armed
10	Enhanced Power Armor, Power Armor

Wave	Enemies Present
11	Scavengers, ATC Heavy Soldier
12	Phase Caster, ATC Heavy Shotgun Soldier
13	ATC Heavy Soldier, ATC Heavy Shotgun Soldier
14	Power Armor, Scavengers
15	Scavengers, ATC Heavy Shotgun Soldier
16	Enhanced Power Armor, Cultist Unarmed
17	Cultist Armed, Suicide Cultist
18	Phase Commander, ATC Heavy Soldier
19	Scavengers, ATC Heavy Rocket Soldier
20	Enhanced Power Armor, Phase Commander, Scavengers

Protect the Power Armor

Expect a mass rush for the Power Armor in the northeast corner of the map as soon as the match begins. The Power Armor not only grants one lucky player an extraordinary amount of firepower and protection, but the Power Armor is immune to the effects of the fog and the Harvester that lurks within it. The Power Armor regenerates health quickly so long as it's not actively taking damage. The Power Armor is crucial to the team's success in the later waves (and especially those waves featuring Enhanced Power Armor) so treat it with care. Though it will respawn during the lull between waves, you may not survive the wave without it.

The Power Armor is located in the northeast corner of the map, below the overpass and just north of the chapel.

The player inside the Power Armor must stick to the ground surface and can't climb stairs or fit through doorways, nor can it descend into the drainage ditches. The Power Armor is also of no help between waves so exit the Power Armor to lend a hand repairing barricades or collecting supply crates. Selfless players may even go so far as to take turns using the Power Armor with their teammates.

DON'T GET BURNT

The Power Armor's weaponry heats up rapidly and can scorch the hands of the player piloting it if they're not careful. This forces the player's character to take his hands off the controls while the weapons cool off, thus making the Power Armor unable to defend itself for a few agonizing moments. Fire in short bursts to avoid overheating—allow the weapons to cool once the temperature on the right-hand gauge exceeds 700 degrees. Better still, mix in plenty of melee attacks against ATC Soldiers and Cultists to avoid getting burned.

DISTRACT ENEMY ARMOR

The single most important use of the Power Armor is in drawing the attention of the enemy Power Armor and Enhanced Power Armor that appear in waves 4, 6, 10, 14, 16, and 20. Strafe back and forth behind the support columns under the overpass for cover while trying to lure the enemy Power Armor into range of your human teammates. Know which waves feature enemy Power Armor and load up on red supply crates before those waves to ensure an adequate supply of Arc Beams and Goliaths.

THIS OLD SAFE HOUSE

The Power Armor can't be everywhere at once and this is a large map. The members of the team running about on foot need to be smart about where they decide to hole up and what vantage points they seek. Avoid bringing any supply crates to the chapel, even if it's really close by, because it's just going to be filled with fog soon anyway. Instead, bring all supply crates to the building with the hole in the second floor. This is a great spot from which to set up your defense as it has quick access to the walkways stringing across the roof, the hole in the floor makes it possible to lob Frag Grenades down at enemies below, and there is ample space around the perimeter for the Power Armor to move about.

F**KING RUN!

THE F.E.A.R. SQUAD MUST RUN A GAUNTLET OF ENEMIES WHILE TRYING TO FLEE ALMA'S WALL OF DEATH. LOAD UP ON AMMO IN THE SAFE HOUSES AND COMPLETE EACH OF THE FIVE SEGMENTS TO REACH THE EXTRACTION POINT. THE ENTIRE SQUAD FAILS THE MISSION IF EVEN ONE MEMBER IS CAUGHT BY THE WALL OF DEATH. THE SAME GOES FOR MISSING A JUMP OR FALLING OFF THE BRIDGE. IF ANY ONE PLAYER DIES, THE SCENARIO ENDS IN FAILURE. THE FOLLOWING MAPS DETAIL THE RECOMMENDED PATH WITH SUGGESTED TACTICS FOR MAKING IT SWIFTLY PAST THE ENEMIES. AMMO CRATES AND AVAILABLE POWER ARMOR ARE HIGHLIGHTED.

HELL'S EXPRESS

Corridor Width: Medium, best suited for 3-4 players.

The F.E.A.R. squad has only one way out—across the crumbling remains of the bridge. They must battle through scattered train cars, over deadly gaps in the bridge decking, and ultimately down into the subway tunnel below ground.

Section 1

Target Time	2:00
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Dual MP-970
Enemies Encountered	Armacham Grunts, Cultists, Scavengers

1 STICK TO THE LEFT-HAND SIDE OF THE ROAD AND SPRINT PAST THE FIRST FEW TRAIN CARS TO THE ONE STRAIGHT AHEAD. SLIDE KICK ANY ENEMIES ENCOUNTERED IN THE TRAIN CAR AND CONTINUE OUT AND TO THE LEFT OF THE NEXT CAR.

2 SCAVENGERS BEGIN TO ATTACK AFTER YOU CUT THROUGH THE TRAIN CAR PERPENDICULAR TO THE BRIDGE. SWITCH TO THE SHOTGUN AND BLAST YOUR WAY RIGHT PAST IT—KEEP MOVING AND SWITCH BACK TO THE BRIGGS SMG OR DUAL MP-970S.

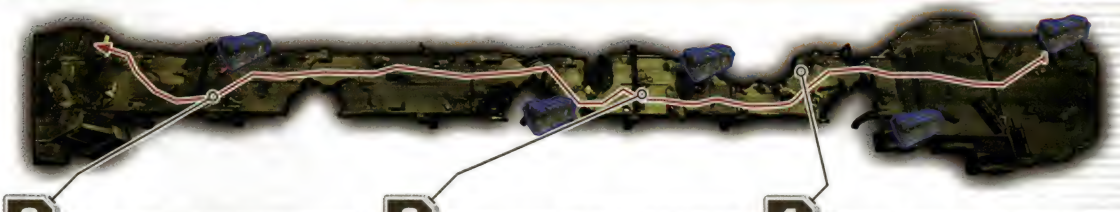
3 SLIDE KICK UNDER THE TWO TILTED TRAIN CARS (LOOK FOR THE FLARES TO GUIDE YOUR WAY) AND ANGLE BACK TO THE LEFT. IGNORE THE AMMO CRATE ON THE RIGHT AND ENTER THE TRAIN CARS ON THE LEFT. SPRINT AND SLIDE KICK THROUGH THIS SERIES OF CARS TO AVOID THE GAPING HOLE IN THE BRIDGE.

4 CONTINUE THROUGH THE FINAL TWO TRAIN CARS IN THE CENTER OF THE BRIDGE THEN CIRCLE AROUND THE RUBBLE NEAR THE FINAL ENEMIES AND UP THE METAL STAIRS ON THE RIGHT TO THE SAFE HOUSE ABOVE THE BRIDGE.

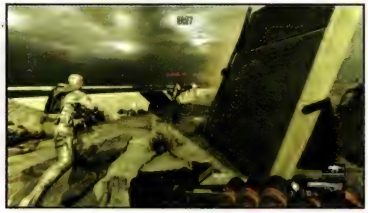
HELL'S EXPRESS

Section 2

Target Time	2:10
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Dual MP-970, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Cultists, Suicide Cultists



3 VEER TO THE LEFT AROUND THE FRACTURED ROAD LEDGE TO BYPASS THE SLANTING SECTIONS OF ROADWAY AND THE CARS AND DEBRIS TO THE SAFE HOUSE IN THE FAR RIGHT.



2 GRAB THE AMMO TO THE RIGHT OF THE ORANGE BARRICADE THEN CONTINUE ALONG THE LEFT-HAND SIDE OF THE ROAD, THROUGH THE GAP IN THE FALLEN INTERSTATE SIGNS.

1 THE FIRST OF MANY SUICIDE CULTISTS APPEARS JUST BEYOND THE FIRST NARROW, CRUMBLING PORTION OF THE ROAD DECK. SLOW TO SHOOT IT FROM AFAR THEN SPRINT ACROSS TO THE LEFT-HAND SIDE.

Section 3

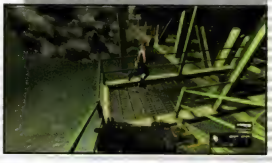
Target Time	2:20
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Dual MP-970
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Cultists, Scavengers

4 USE THE SLIDE KICK TO SLIP BENEATH THE SERIES OF FOUR ANGLED TRAIN CARS. THE TRAIN CARS ARE ANGLED IN SUCH A WAY THAT THEY REQUIRE A ZIG-ZAG ROUTE WHICH CAN BE SLOW IF YOU CROUCH AND WALK. THE SLIDE KICK IS MUCH FASTER.

3 THE ROADWAY IS COMPLETELY BLOCKED UP AHEAD, SO YOU MUST CLIMB ONTO THE LEFT-HAND TRAIN (LOOK FOR THE FLASHING RED LIGHT). LEAP ONTO THE CRASHED CAR AND CLIMB UP TO THE ROOF OF THE TRAIN. SPRINT ALONG THE ROOF TO THE NEXT CAR AND CONTINUE EAST.

2 CLIMB INTO THE TRAIN CAR STRAIGHT AHEAD AFTER EXITING THE STAIRS AND SPRINT THROUGH THE CAR TO THE LEDGE STRAIGHT AHEAD. DROP DOWN ONTO THE TRAIN CAR ON THE LOWER DECK—IT'S A LONG WAY DOWN, BUT YOU WON'T TAKE FATAL DAMAGE FROM THE FALL. DON'T WORRY ABOUT FINDING A SAFE PLACE TO CLIMB DOWN. THERE'S NO TIME FOR THAT!

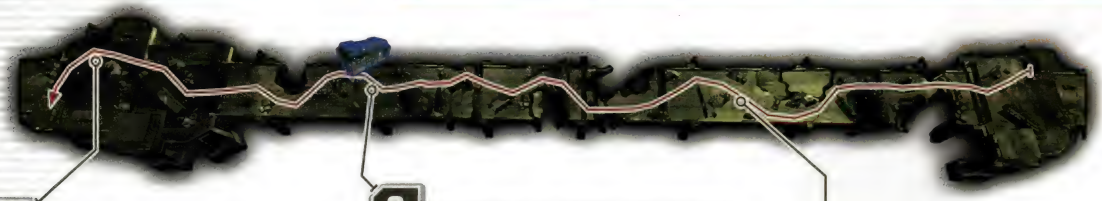
1 MAKE SURE EVERYONE IS READY TO BEGIN AND KNOWS EXACTLY WHICH WAY TO HEAD WHEN YOU START THIS SECTION AS IT BEGINS BY DESCENDING STAIRS BACK TOWARDS THE WALL OF DEATH.



HELL'S EXPRESS

Section 4

Target Time	2:30
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Dual MP-970, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Cultists, Suicide Cultists



3 THE SAFE HOUSE FOR THIS SECTION IS ACTUALLY ON THE LEFT-HAND SIDE. BYPASS THE FIRST STATION ON THE RIGHT AND CONTINUE STRAIGHT TOWARDS THE CARS AND DEBRIS UP AHEAD. LOOP AROUND THE BUS IN A COUNTER-CLOCKWISE DIRECTION TO REACH THE SAFE HOUSE.

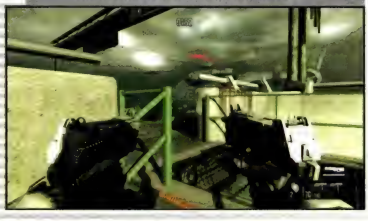
2 GRAB SOME AMMUNITION AND CAREFULLY HOP OVER THE CRACKS IN THE ROAD DECK NEAR THE BUS WHILE ANGLING BACK TO THE LEFT. THE CRACKS ARE WIDE ENOUGH TO FALL THROUGH IF YOU'RE NOT CAREFUL SO TREAT THEM WITH THE ATTENTION THEY DESERVE—YOU'VE COME A LONG WAY, IT'D BE A SHAME TO FALL OFF THE BRIDGE NOW.

1 THE ROAD IS IN SURPRISINGLY GOOD SHAPE THROUGH THE FIRST HALF OF THIS SECTION, BUT THE ENEMIES ARE NUMEROUS. HAVE FRAG GRENADES READY AND KEEP TO THE LEFT SIDE OF THE BRIDGE EXCEPT WHEN NEEDED TO GO AROUND COLLAPSED PORTIONS.

Section 5

Target Time	2:30
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Dual MP-970, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Cultists, Suicide Cultists

3 RUN BETWEEN THE PARALLEL TRAIN CARS FOR AS LONG AS POSSIBLE TO AVOID ENEMIES THEN SLIP BACK AND FORTH LEFT-TO-RIGHT TO THE CAR WITH THE AMMO CRATES IN IT. CONTINUE THROUGH THE TRAIN CARS ON THE RIGHT AND AROUND THE DEBRIS TO THE STAIRS IN THE RIGHT-HAND CORNER. QUICKLY ASCEND THE METAL STAIRS TO THE HELICOPTER ON THE BRIDGE DECK.



2 THE MIDDLE PORTION OF THIS STRETCH REQUIRES RAPID SWITCHING BETWEEN SUBWAY CARS. ENTER THE TRAIN CAR EXIT THE SIDE, RUN BETWEEN THE TRAINS, THEN CLIMB UP AND INTO ANOTHER, CUTTING FROM LEFT TO RIGHT TO CONTINUE TO THE TRAIN PERPENDICULAR TO THE BRIDGE.

1 THE F.E.A.R. SQUAD DESCENDS THE STAIRS TO THE SUBWAY LEVEL OF THE BRIDGE AND IS IMMEDIATELY CONFRONTED WITH SUICIDE CULTISTS AND ARMACHAM GRUNTS. MAINTAIN A STEADY STREAM OF GUNFIRE WITH THE DUAL MP-970S TO ENSURE THEY'RE DETONATED FROM AFAR WHILE SPRINTING THROUGH THE LEFT-HAND TRAIN CARS.

STREET CLEANING

Corridor Width: Wide, best suited for 3-4 players.

The Wall of Death is closing in on the F.E.A.R. squad in downtown Fairport. The team must flee through the winding streets and alleys to escape certain death. Knowledge of the route, including the ladders and fire-escapes, is crucial. Use the control terminal at the checkpoints to continue.

Section 1

Target Time	1:30
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Rakow G3A3 AR
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers

3 DUCK INTO THE NARROW ALLEY ON THE RIGHT BUT BEWARE OF THE RESISTANCE IN THIS AREA. YOU'LL BE MOVING PARALLEL TO THE FRONT OF THE WAVE OF DEATH IN THIS ALLEY SO MOVE QUICKLY. EXIT THE ALLEY ON AN ANGLE TO THE RIGHT AND SPRINT UP THE HILL TO THE SAFE ZONE.

2 TAKE A QUICK GLANCE OVER YOUR SHOULDER TO SEE IF THE WALL OF DEATH IS WITHIN SIGHT. IF NOT, SPRINT TO THE DEAD-END ON THE LEFT AND QUICKLY SWAP OUT THE BRIGGS SMG FOR THE RAKOW G3A3 AR.

1 HAVE A FRAG GRENADE READY TO THROW AS YOU ROUND THE FIRST CORNER TO THE LEFT. THERE'S A SMALL CREW OF ARMACHAM GRUNTS AT THE CHECKPOINT AROUND THE BEND.

STREET CLEANING

Section 2

Target Time	1:40
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Riot Soldier

3 BE ON THE LOOKOUT FOR THE RED CAMOUFLAGE OF THE LIGHT SHOTGUN SOLDIERS AND TAKE THEM OUT FIRST. THROW A FRAG GRENADE TO THE SIDE OF HIM TO KNOCK THE SHIELD ASKEW THEN BLAST HIM WITH THE SHOTGUN. HEAD TO THE LEFT IF YOU NEED AMMO, OTHERWISE LEAD THE SQUAD DOWN THE ALLEY TO THE RIGHT WHERE THERE TENDS TO BE FEWER ENEMIES.

2 NAVIGATE THE ALLEYS TO THE LEFT IN SINGLE-FILE, WITH EACH MEMBER OF THE SQUAD AIMING JUST OVER THE SHOULDER OF THE PERSON IN FRONT OF HIM. INSTRUCT YOUR BEST PLAYER TO FOLLOW IN THE REAR TO DEAL WITH FLANKING ENEMIES AND SO THAT THE PLAYERS MOST LIKELY TO BE DOWNED ARE OUT IN FRONT, RATHER THAN RISK THEM FALLING BEHIND.

1 BE ON THE LOOKOUT FOR THE RED STRIPE ON THE LEGS OF THE LIGHT SHOTGUN SOLDIERS AND TAKE THEM OUT FIRST. THEY'RE TYPICALLY MORE AGGRESSIVE THAN THE GRUNTS AND WILL CHARGE YOUR POSITION. STAY TO THE RIGHT SIDE OF THE ROAD FOR EXTRA AMMO.

STREET CLEANING

Section 3

Target Time	2:20
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Rakow G3A3 AR, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Riot Soldier

4 REGROUP BACK ON THE STREET AND TURN INTO THE ALLEY ON THE RIGHT. THE ACTION REALLY HEATS UP HERE SO HAVE YOUR FRAG GRENADES READY FOR THE HEAVY RIOT SOLDIER IN THE ALLEY, ALONGSIDE SEVERAL OTHER ENEMIES.

3 SAVE TIME ON THE TRIP DOWN OFF THE ROOFTOPS BY LEAPING BETWEEN THE TWO FIRE-ESCAPES. THERE'S A SMALL GAP JUST WIDE ENOUGH FOR THE F.E.A.R. SQUAD MEMBER TO FIT THROUGH. YOU'LL SUFFER SOME FALL DAMAGE, BUT NOT ENOUGH TO BE FATAL AND THIS SAVES TIME OVER DESCENDING MULTIPLE STAIRCASES.

2 FIGHT ACROSS THE ROOFTOPS AND QUICKLY CLIMB THE SHORT LADDER ONTO THE SECOND ROOF. LEAP OFF THE THIRD BUILDING DOWN ONTO THE FOURTH ROOFTOP, THEN TURN RIGHT AND CROSS THE WOODEN BOARDS TO CONTINUE THE RACE ACROSS THE ROOFTOPS.

1 DUCK INTO THE ALLEY ON THE RIGHT AND QUICKLY CLIMB THE LADDERS AT THE FIRE ESCAPE UP TO THE ROOF. THERE ARE TWO SETS OF THREE LADDERS LEADING UP TO THE ROOF SO TEAMS OF THREE OR MORE SHOULD SPLIT AND UTILIZE BOTH SETS TO AVOID HAVING TO QUEUE UP WHILE THE WALL OF DEATH APPROACHES.

STREET CLEANING

Section 4

Target Time	1:40
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Rakow G3A3 AR, Frag Grenades, Riot Shield
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Heavy Riot Soldier

3 THE SHORT DEAD-END ALLEY ON THE LEFT-HAND SIDE OF THE MAIN ROAD CONTAINS AN AMMO CRATE AND A RIOT SHIELD. THE RIOT SHIELD CAN REALLY HELP KEEP THE TEAM ALIVE IF IT TAKES FRONT AND THE OTHERS FIRE OVER IT, BUT IT ALSO SLOWS THE GROUP DOWN. BE SURE TO BYPASS THE RIOT SHIELD IF THE WALL OF DEATH IS WITHIN SIGHT.

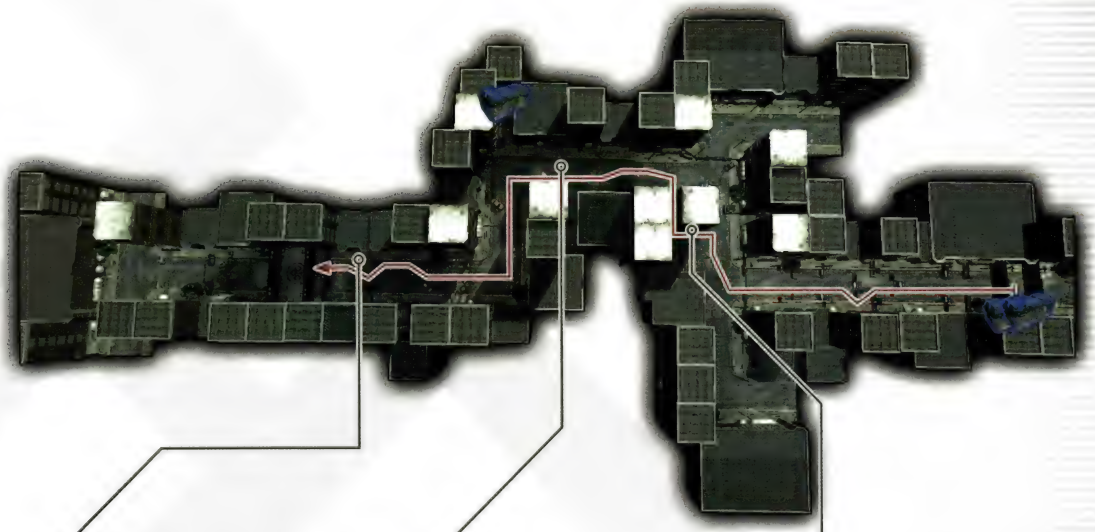
2 TURN INTO THE ALLEY AND RUN AND LEAP OVER EACH OF THE CARS BLOCKING THE PATH. DON'T LET THE ENEMIES SLOW YOU DOWN HERE AS THE WALL OF DEATH WILL BE GAINING ON YOUR SQUAD. MAKE SURE THE TEAMMATES WHO AREN'T IN THE PROCESS OF CLIMBING ONTO A CAR ARE CONSTANTLY MARCHING FORWARD AND FIRING ON ENEMIES IN THE DISTANCE.

1 THE ROAD DESCENDING AWAY FROM THE SAFE ZONE HAS BEEN HEAVILY REINFORCED WITH CHECKPOINTS, SANDBAGS, AND MACHINEGUNNERS. NUMEROUS TROOPS INCLUDING A FEW HEAVY SOLDIERS OCCUPY THIS AREA SO FOCUS YOUR FIRE, USE FRAG GRENADES, AND AIM FOR THE BLUE-LIT HEAVY SOLDIERS FIRST.

STREET CLEANING

Section 5

Target Time	1:50
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Rakow G3A3 AR, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Heavy Shotgun Soldier



3 RACE DOWN THE HILL AND UP THE STAIRS ON THE RIGHT-HAND SIDE OF THE STREET TO REACH THE FINAL ENEMY AND THE EXTRACTION POINT BEYOND THE HEAVY GATES. THE DOORS WILL OPEN ONCE THE FINAL ENEMY IN THE AREA HAS BEEN KILLED.

2 SPRINT STRAIGHT TOWARDS THE TILTED CARS AND USE THEM AS STAIRS TO THE UPPER LEVEL OF THE ROAD. IGNORE THE ALLEY TO THE RIGHT AND CONTINUE DOWN THE ROAD TO THE LEFT.

1 FIGHT PAST THE HEAVY SOLDIERS AND HEAVY SHOTGUN SOLDIERS TO THE ZONE A SIGN AT THE END OF THE ROAD AND QUICKLY TURN RIGHT, CROSS THE STREET, AND ENTER THE ALLEY ON THE LEFT. CLIMB UP AND OVER THE CAR TO GAIN THE HIGHER PIECE OF ROAD SURFACE.

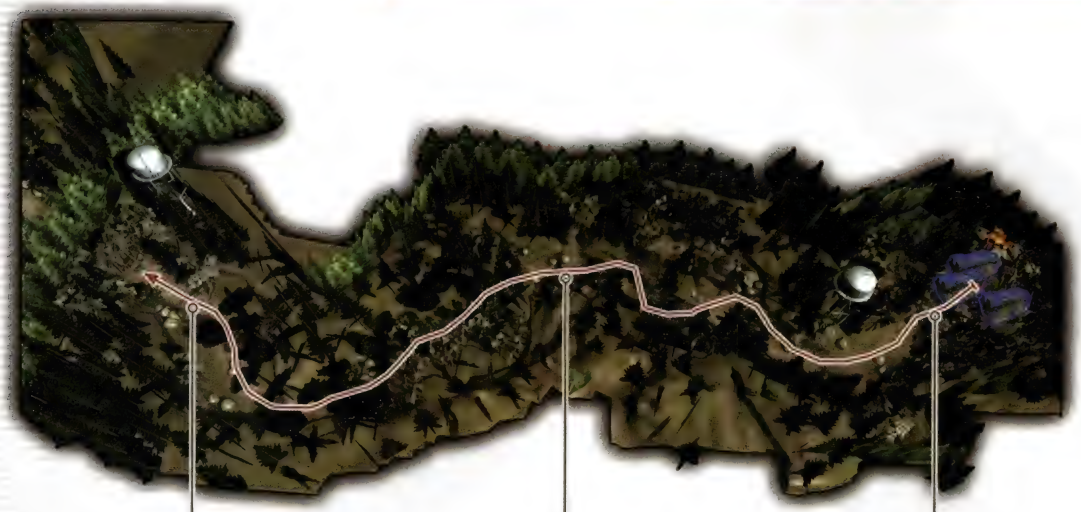
MOTHER'S DARK NATURE

Corridor Width: Wide, best suited for 4 players.

The F.E.A.R. squad has crash-landed in a section of wilderness under Armacham control. With the Wall of Death fast on their heels, the squad must navigate mine fields, balance across fallen trees, and even engage an Enhanced Power Armor en route to the extraction point. This is sure to be a tough challenge for the F.E.A.R. squad!

Section 1

Target Time	1:50
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Rakow G3A3 AR, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Heavy Riot Soldier



3 WIND ALONG THE TRAIL THROUGH THE WOODS TO A PAIR OF DANGER SIGNS WITH SKULL AND CROSSBONES. THE AREA DIRECTLY AHEAD IS A MINEFIELD—LOB A FRAG GRENADE INTO THE CLEARING TO DETONATE THE MINES. ALLOW ANY DISTANT ENEMIES TO ENTER THE MINEFIELD BEFORE LOBBING THE GRENADE. LEAP DOWN THE MANHOLE STRAIGHT AHEAD TO ENTER THE SAFE ZONE BUNKER.

2 STAY TO THE LEFT OF THE SMALL HILLS IN THE CENTER OF THE WOODS. THIS IS FASTER THAN LOOPING AROUND THE BACK SIDE OF THE HILL AND KEEPS THE TEAM MOVING SWIFTLY AWAY FROM THE WALL OF DEATH.

1 THE ACTION BEGINS AS SOON AS A TEAM MEMBER PASSES THE FLARE NEAR THE FALLEN TREE. EVERYONE SHOULD EQUIP THE VOLLMER EL-10 CAS AND RAKOW G3A3 AR BEFORE BEGINNING. THE ROUTE WINDS THROUGH THE WOODS BUT IS WELL-MARKED WITH FLARES.

MOTHER'S DARK NATURE

Section 2

Target Time	2:00
Weapons Available	Vollmer EL-10 CAS, Briggs SMG, Goliath, Frag Grenades
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Turrets

3 HAVE ONE OR TWO PLAYERS SHOULDER THE GOLIATH AT THE FIRST SIGHT OF THE NEXT ENEMY ENCAMPMENT AND WATER TOWER. THE APC TO THE RIGHT HAS A TURRET MOUNTED ATOP IT AND THERE IS VERY LITTLE COVER AVAILABLE IN THIS AREA.

2 TIGHTEN UP THE SQUAD'S FORMATION AS YOU PROCEED THROUGH THE NARROW WINDING PATH BEYOND THE WATCHTOWERS. THERE ARE MANY ENEMIES IN THIS AREA, INCLUDING SEVERAL HEAVY SOLDIERS.

1 PUT THE ASSAULT RIFLE AND SHOTGUN TO USE IN THE EARLY GOING TO ADVANCE TOWARDS THE LONG, DUSTY HILL. SHOULDER THE GOLIATH ON YOUR WAY UP THE HILL AND IMMEDIATELY TARGET-LOCK THE AUTO-TURRET IN THE LEFT-HAND WATCHTOWER AS SOON AS IT COMES INTO VIEW.

MOTHER'S DARK NATURE

Section 3

Target Time	2:20
Weapons Available	Rakow G3A3 AR, Goliath
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Turrets

3 GUN DOWN THE ENEMIES ON THE SLOPE LEADING AWAY FROM THE LOG BRIDGE THEN RE-SHOULDER THE GOLIATH AND TAKE OUT THE TWO APC TURRETS IN THE DISTANCE. SPRINT TO THE RIGHT OF THE SECOND APC AND LEAP OVER THE FALLEN LOG TO CONTINUE.

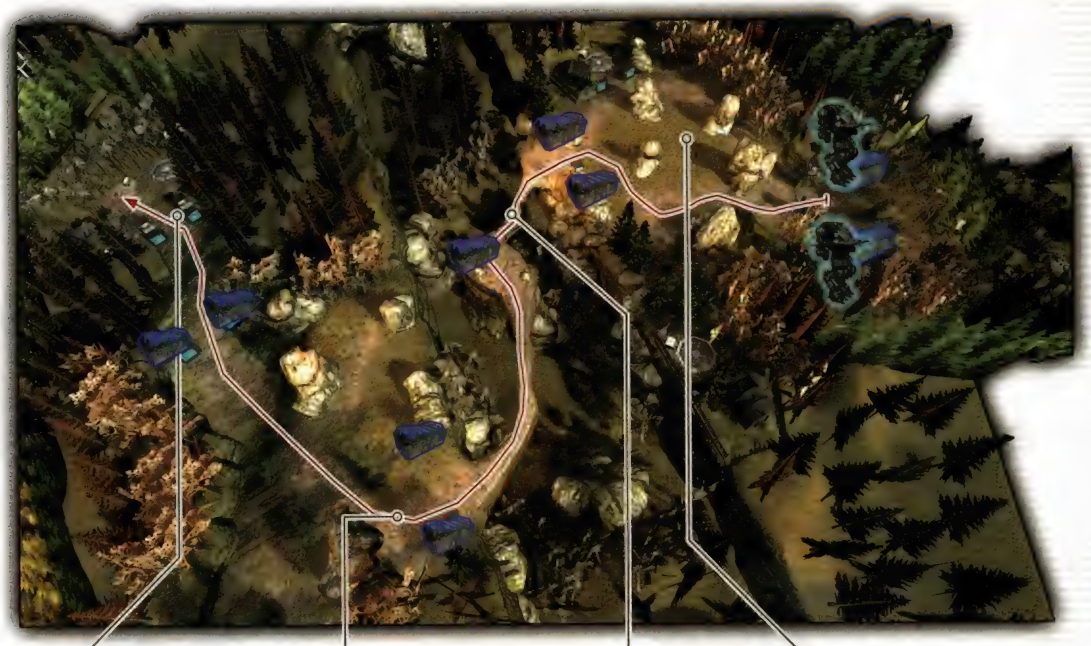
2 ASCEND THE TERRACED HILL AND LEAP OFF THE FAR SIDE ONTO THE FALLEN LOG. PUSH ON STRAIGHT AHEAD AND BALANCE ACROSS THE LENGTHY LOG BRIDGE TO THE HILL ACROSS THE RAVINE. IF YOU FALL OFF, HEAD LEFT AND LEAP OVER THE THREE LOGS ON THE GROUND, BUT MOVE FAST AS THE WALL OF DEATH WON'T BE FAR BEHIND.

1 FIGHT SINGLE-FILE AROUND THE BEND NEAR THE STARTING POINT AND APPROACH THE FALLEN LOG NEAR THE FLARE. CROUCH DOWN TO ENTER THE LOG AND ASCEND THE SMALL CLIFF INSIDE IT.

MOTHER'S DARK NATURE

Section 4

Target Time	2:00
Weapons Available	Schuller LDR50, Goliath, Power Armor
Enemies Encountered	Enhanced Power Armor, Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Turrets



4 A third enhanced power armor guards the exit along with an auto-turret in the left-hand watchtower. Your team should specify one person to take out the turret while the others fire on the enhanced power armor to force it to use its shields. Don't expect to have much time for a standoff so prepare to run like crazy for the exit!

3 Utilize the same strategy to defeat the EPA as you did the last one. Keep an eye on the wall. However, as it likely gained ground while you carefully crossed the bridge.

2 Be careful crossing the rock bridge as falling off is immediate game over for the team. The power armor laser are extremely effective against the auto-turrets which means they should lead the charge.

1 Time starts ticking down as soon as you exit the bunker so move quickly. Two teammates must race to the pair of available power armor while the other two follow behind with goliath rocket launchers. The enhanced power armor just up ahead is going to put up a massive fight. Open fire with the two power armors while the troops on foot strafe out from behind cover launch rockets. Move quickly, the wall of death is fast approaching!

MOTHER'S DARK NATURE

Section 5

Target Time	1:30
Weapons Available	Schuller LDR50, Rakow G3A3 AR
Enemies Encountered	Armacham Grunts, Light Shotgun Soldiers, Heavy Soldier, Heavy Riot Soldier

3 THE FINAL CLIMB TO THE CHAPEL EXTRACTION POINT IS GUARDED BY MULTIPLE HEAVY RIOT SOLDIERS. HAVE YOUR FRAG GRENADES READY, SLIDE KICK TOWARDS THEM AND SPRINT RIGHT ON PAST AND UP THE HILL TO THE CHAPEL EXIT.

2 AMMO IS SCARCE THROUGHOUT THIS AREA BUT ONE WAY TO MAKE SURE YOU NEVER RUN OUT IS TO SLIDE KICK ENEMIES IN THE CEMETERY THEN COLLECT THE BRIGGS SMG OR VOLLMER EL-10 CAS THEY DROP. SNAKE THROUGH THE CEMETERY GATES AND UP THE HILL, ALLOWING THE FLARES ON THE GROUND AND THE PRESENCE OF THE ENEMIES TO BE YOUR GUIDE.

1 IT'S TIME TO PUT THE ASSAULT RIFLES TO USE! THE PATH WRAPS AROUND A HILL AND INTO A CEMETERY AND THERE ARE A NUMBER OF ARMACHAM GRUNTS AND HEAVY SOLDIERS LINING THE TRAIL. STEAL THE RAKOW G3A3 AR FROM ONE OF THE HEAVY SOLDIERS IF YOU DON'T HAVE ONE.

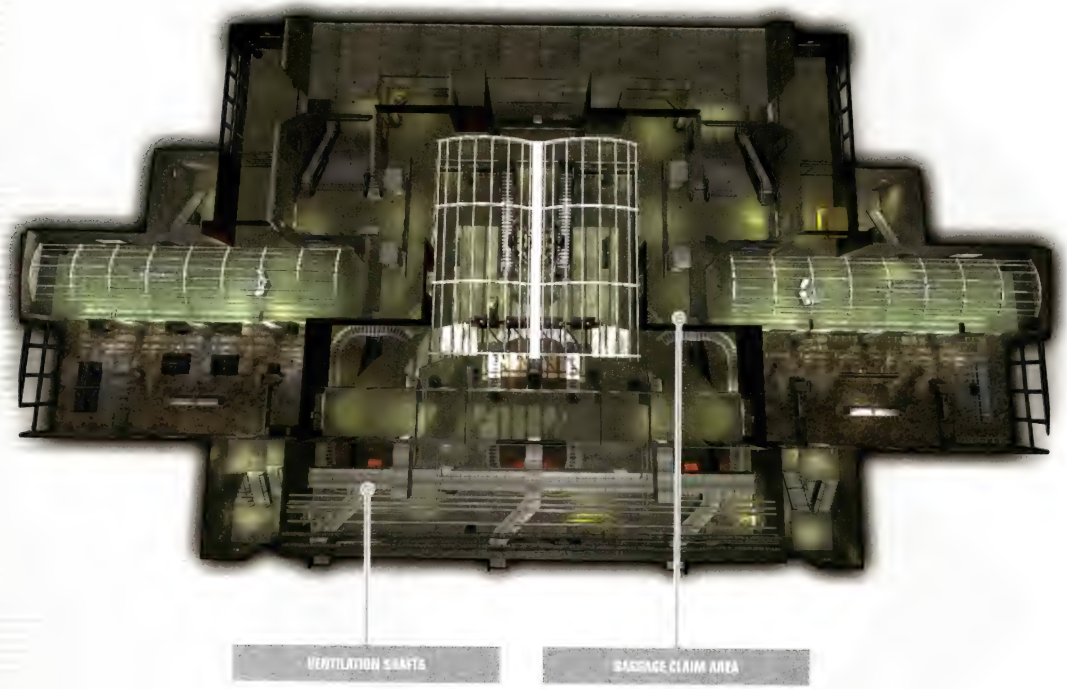
SOUL KING

SPECTRES HAVE BEEN LET LOOSE TO HUNT FOR SOULS. THE PROBLEM IS, THEY DON'T LIKE TO SHARE. COMPETE AGAINST THE OTHER HUMAN OPPONENTS AS SPECTRES BY TAKING POSSESSION OF THE RANDOMLY SPAWNING ENEMY A.I. AND USING THEIR WEAPONRY AND ABILITIES TO KILL THE OTHER ENEMIES. EACH OF THE ENEMY A.I. YIELDS A SET NUMBER OF SOULS DEPENDING ON THEIR CLASS. KILLING A HUMAN OPPONENT'S SPECTRE FORCES HIM TO DROP HALF HIS ENTIRE SOUL TOTAL. THE TABLES ACCOMPANYING EACH OF THE MAPS DETAIL THE LIST OF ENEMIES THAT MAY APPEAR DURING ANY GIVEN ROUND. THE ACTION IS FAST, FURIOUS, AND BORDERLINE CHAOTIC AND THE LEAD IS GOING TO CHANGE OFTEN. DON'T GIVE UP: IT'S NEVER TOO LATE TO BECOME SOUL KING.

CONNECTIONS

Map Size: Medium, best suited for 3-4 players.

Spectres and Alma-spawned enemies have invaded the airport. Airport security is long gone and nowhere is off-limits. Much of the action takes place near the baggage claim carousels, but travelers are welcome to explore the entire space. The enemies spawned on this map tend to be a bit tougher than at other locations; must be the jet lag.



Terminal Delay

The spacious baggage claim area is well-suited for long range weaponry such as the Schuller LDR50, Goliath, and Rakow G3A3 AR, but spending much time in that area can be hazardous to your health. It's best to put the higher-powered weapons to use from one of the upper ledges or maintenance halls, then quickly possess an enemy with a shotgun or melee weapon down on the floor near the Souls you spilt. Sprint to collect the Souls and out the other side of the area. Use the escalators and service doors near the baggage carousels to get in and out of the area swiftly before being caught in crossfire.

The upper level of the airport has several small maintenance shafts that require you to crouch down to enter. Soul Kings love to hide in these areas, often forgetting that their ghostly outline can be visible anywhere on the map. Sneak up behind an enemy or simply duck into the crawlspace and launch a sniping spree from the hiding area—though just make sure there's nobody around to steal the Souls you earn.

PUT DOWN THE SNIPERS!

Unless you're one of those incredibly gifted players who can run and no-scope snipe at the same time, you should resist the urge to possess a Sniper. Instead, find a nearby Heavy Shotgun Soldier and put the muzzle of the barrel right in the Sniper's face—nothing annoys a Sniper more than invading his personal space. Let the red lasers be your guide to the Snipers (green lasers give away the Heavy Rocket Soldiers).

ROUND 1: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Heavy Soldier	200

ROUND 2: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Armed Cultist	100
Heavy Soldier	200
Heavy Shotgun Soldier	200
Heavy Rocket Soldier	300
Sniper	300

ROUND 3: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Armed Cultist	100
Heavy Soldier	200
Heavy Shotgun Soldier	200
Heavy Riot Soldier	300
Sniper	300

ROUND 4: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Armed Cultist	100
Heavy Soldier	200
Heavy Shotgun Soldier	200
Heavy Rocket Soldier	300
Sniper	300

ROUND 5: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Armed Cultist	100
Heavy Soldier	200
Heavy Shotgun Soldier	200
Heavy Riot Soldier	300
Sniper	300

BLACK GOLD

Map Size: Large, best suited for 4 players.

Players take on the role of Spectres on an isolated oil rig somewhere in the Atlantic Ocean. Night has settled over the rig, adding to the sense of foreboding inherent in negotiating a structure where one wrong step will be your last.

Drilling for Souls

The central and southern portions of this map definitely get more action than the lower, northern areas near the engine room. This makes the latter a good place to hang out and build up a relatively large Soul collection off the bodies of the A.I. enemies without running into too much human opposition. Harvest a steady supply of Souls and aim to stay in a close second place. Head to the more spacious central area to hunt the Soul King during the final minute.

The possession ability is critical on this map for navigation purposes, as the narrow walkways, limit mobility and often force lengthy backtracking to get where you need to go. More than a few of the staircases lead to landings with locked doors so be careful not to trap yourself.

PIPE-SWINGING PSYCHOPATHS

The pipe-wielding Cultists that often appear in rounds 2-4 are one of the most useful enemies to possess, especially when hunting the Soul King. Their pipe attack can knock a Spectre from a possessed body with a single blow. Swing the melee weapon a second time to defeat the Spectre and claim the Souls.

ROUND 1: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100

ROUND 2: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Unarmed Cultist	100
Armed Cultist	100
Heavy Riot Soldier	300

ROUND 3: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Unarmed Cultist	100
Armed Cultist	100
Heavy Soldier	200
Heavy Shotgun Soldier	200
Heavy Rocket Soldier	300
Sniper	300

ROUND 4: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Unarmed Cultist	100
Armed Cultist	100
Phase Commander	400

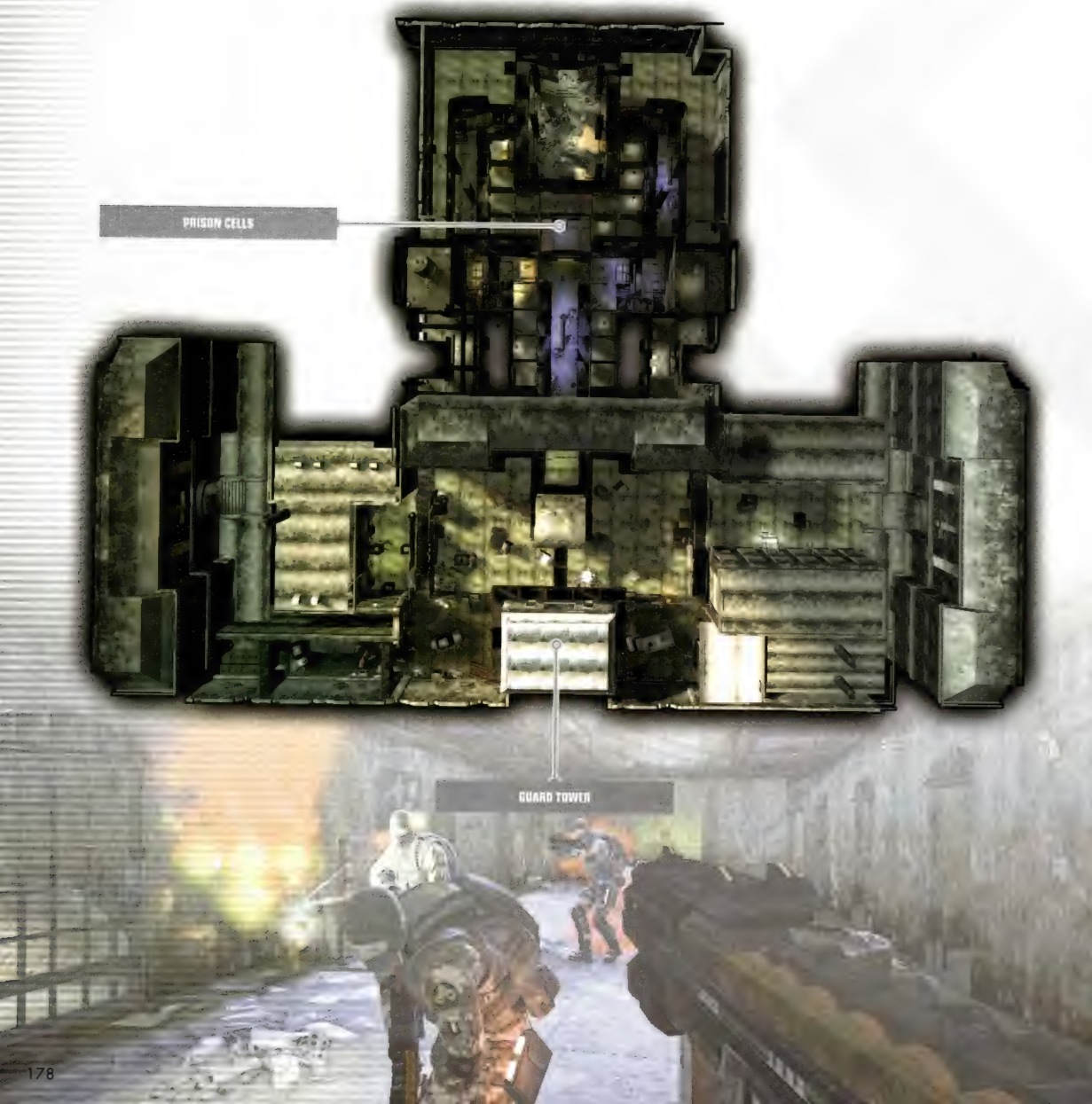
ROUND 5: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Unarmed Cultist	100
Heavy Soldier	200
Heavy Shotgun Soldier	200
Sniper	300
Phase Caster	400

FRESH FISH

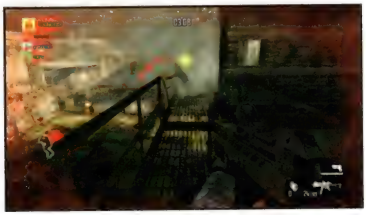
Map Size: Medium, best suited for 3-4 players.

Spectres have taken up residence at an abandoned Armacham prison facility and the numerous cells, guard towers, and walkways provide for ample Soul-hunting opportunities. Spectres must avoid administering a self-imposed death sentence by making a poor strategic move. Dead-end interiors and wide-open prison yards provide maximum security risks wherever they go.



Haunted Prison

Spectres will come to learn quickly that crossing the prison yard without making rapid body-to-body possessions is a dangerous proposition. Better still, look for enemies on the catwalks near the guard towers and take possession, anything to avoid being caught out in the open. To that extent, if you're on an upper walkway and looking to hunt the enemies down below, remember that you do need to leap down to collect the Souls they drop to make it worth your while (unless you're just hunting human players, in which case it could be worth it to halve the Soul King's total).



The interior of the prison can prove disorienting, especially while controlling a Spectre and racing through at top speed. Keep an eye on the Possession Meter and quickly duck into a cell if you spot a human player's approach. There's a chance he won't spot you, assuming you're not the Soul King, and this should give the meter time to replenish—and an enemy A.I. to stumble into range.

BRANCHING KILLS

Phase Casters make an appearance during rounds 2 and 4 and are a high-value target, but not for their 400 Souls! Rather than try to kill the Phase Caster, it's better to take possession of it then use the Type 13 Arc Beam to kill multiple enemies at once. Fix the beam on a human opponent in the prison yard and watch the beam split and target multiple enemy A.I. or other humans as well. Pushing the "Grenade" button throws out a spawn point, which summons a suicide cultist who will hunt down other Spectres.

ROUND 1: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Light Shotgun Soldier	100
Heavy Soldier	200

ROUND 2: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Unarmed Cultist	100
Armed Cultist	100
Heavy Riot Soldier	300
Phase Caster	400

ROUND 3: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Unarmed Cultist	100
Armed Cultist	100
Heavy Shotgun Soldier	200
Phase Commander	400

ROUND 4: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Armed Cultist	100
Heavy Riot Soldier	300
Phase Caster	400

ROUND 5: ENEMY ENCOUNTERS AND SOUL DROPS

Enemy Type	Souls
Armacham Grunt	100
Light Shotgun Soldier	100
Heavy Soldier	200
Heavy Shotgun	200
Phase Commander	400

SOUL SURVIVOR

RATHER THAN BE CONTENT TO UNLEASH HER MINIONS ON THE TEAM, ALMA TAKES MATTERS INTO HER OWN HANDS. EACH ROUND BEGINS WITH ALMA INSTANTLY CORRUPTING ONE RANDOM PLAYER. THAT PLAYER BECOMES A SPECTRE AND IS FORCED TO TRY TO CORRUPT EACH OF THE OTHER F.E.A.R. MEMBERS. MEANWHILE, THE F.E.A.R. TEAM MUST WORK TOGETHER TO FEND OFF THE SPECTRE AND THE HORDES OF ENEMIES IN HOPES OF SURVIVING THE ROUND.

SUB ROSA

Map Size: Large, best suited for 4 players.

The F.E.A.R. squad is trapped deep in the basement of a sprawling Armacham laboratory. Generators and experimental equipment litter the numerous rooms, providing plenty of cover and natural chokepoints for the F.E.A.R. squad to utilize. However, the Spectre has an advantage the others don't—it can access the ventilation system high on the wall and move effortlessly from room to room via the ductwork.

F.E.A.R. Squad

The narrow corridors and abundance of ammo crates are conducive for a team of two or three to survive, provided they stick together. Many of the hallways are quite dark, however, so it's important to communicate with your teammates and study the eyes of the enemy to know which one is simply the Spectre in a possessed body. The team can make a strong stand against the Spectre and enemy A.I. in the square-shaped two-level room in the northwest corner of the map. Stick to a corner to eliminate the chance of being surrounded. Make a stand here until someone needs ammo then run and Slide Kick your way into the darker corridors to the south to gain ammo. Stay on the move with sudden zigzags to lure the Spectre and other enemies further south then loop back around to the north to make another stand in the large square room.

ROUND 1: ENEMY ENCOUNTERS

Enemy Type
Light Shotgun Soldier
Unarmed Cultist

ROUND 2: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier
Heavy Riot Soldier

ROUND 3: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Heavy Soldier
Heavy Shotgun Soldier
Phase Caster

The Corrupted

The Spectre has a few environmental advantages at Sub Rosa. For starters, much of the area is quite dark, allowing the Spectre to blend into the shadows. A lone Spectre can't down an enemy without possessing an enemy body, but it can perform the Corruption in its Spectre form. This makes it possible to sneak up behind F.E.A.R. members downed by other Spectres (inside possessed enemies) or by the enemy A.I. themselves. The other advantage for the Spectres is the mazelike network of ventilation shafts that the Spectre can sneak through. Spectres are typically banished to a faraway corner of the map when killed—use the ductwork to close on the F.E.A.R. members and get back into the action swiftly.

ROUND 4: ENEMY ENCOUNTERS

Enemy Type
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier
Phase Caster

ROUND 5: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Heavy Soldier
Heavy Shotgun
Phase Commander

FINAL DESCENT

Map Size: Medium, best suited for 3-4 players.

The Connections scenario shows what it's like to play as a Spectre inside the airport, now it's time to take the fight outside. The F.E.A.R. squad must defend themselves on the tarmac outside the terminal as Alma's chosen Spectre works feverishly to bring them to her side. The action spans the airport's exterior from the helipad to the taxiway to even the building above the maintenance garages. The F.E.A.R squad will be hard-pressed to stick together and not get lost among the baggage carts.

F.E.A.R. Squad

The F.E.A.R. squad has a number of places to mount an effective defense, but on the ground around the helipad and between the plane is not one of them. It's easy to get overwhelmed by enemies and become inadvertently separated from the team amongst all of those crates and vehicles. Instead, consider heading inside the building maintenance area west of the helipad. There are only two ways inside and the doorways from the interior offices create a natural chokepoint. Another option is on the roof of this building (run up the staircase vehicle) or atop the helipad. Teams can even move between these latter two areas (and the top of the plane) by leaping off the roof, up the stairs to the helipad for ammo, then off the other side towards the stairs leading onto the plane.

The Corrupted

Spectres have their work cut out for them here, as there are a number of places for F.E.A.R. members to mount an elevated defense. The key is to catch them on the ground where they may become separated from the team and downed by enemy A.I. soldiers and Cultists. Another tactic is to anticipate fleeing F.E.A.R. members rush towards ammo crates and lob a Frag Grenade at the ammo crate just as the F.E.A.R members attempt to replenish their stock.

ROUND 1: ENEMY ENCOUNTERS

Enemy Type
Light Shotgun Soldier
Unarmed Cultist

ROUND 2: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier

ROUND 3: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Unarmed Cultist
Heavy Soldier
Heavy Shotgun Soldier
Sniper

ROUND 4: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Unarmed Cultist
Armed Cultist
Heavy Soldier

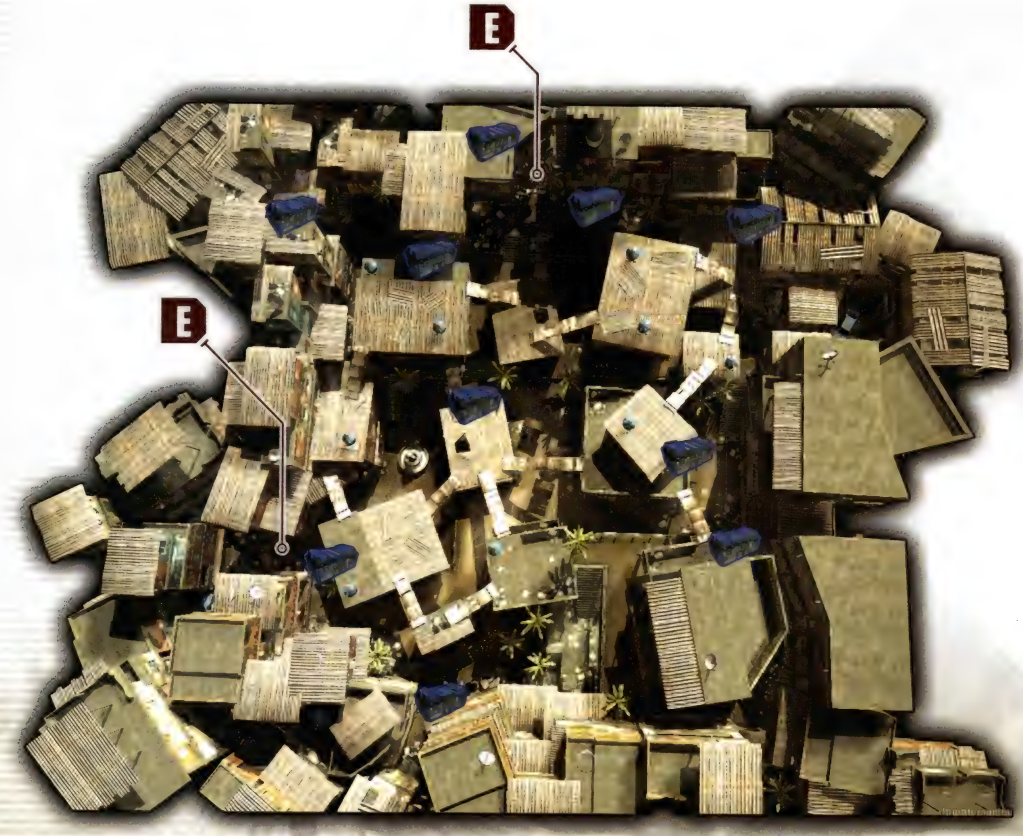
ROUND 5: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier
Phase Caster

YOU'RE DONE HERE

Map Size: Large, best suited for 4 players.

Alma has pursued the F.E.A.R. squad to the slums of South America where they anxiously await extraction. The team must put the slums' multi-story hovels to use in fending off the Spectre's attempt to corrupt them. A network of rickety walkways connects the upper levels of the slums and help to keep the F.E.A.R squad off the streets. Don't look down, as one wrong step could be particularly damaging if the unit falls.



F.E.A.R. Squad

Quickly make your way up the stairs to the uppermost house with two rooms. Split up to cover the two entrances while being mindful of the windows. Assign two of the players a specific door to watch while the third F.E.A.R. member provides needed backup. Stick together and be disciplined. Don't flee the area unless someone is out of ammo, then leap off the balcony together to get ammo. The team can also use the narrow walkways and ladders to keep away from the Spectres and enemy A.I. by simply limiting the risk of being surrounded. The Rakow G3A3 AR located in the garage can be a valuable weapon against Heavy Soldiers.

Spectre

Throw caution to the wind and move as swiftly as the Spectre can to chase down the F.E.A.R. members wherever they may be. Race across the rooftops and leap over the railing down towards your prey with no fear of fall damage—ghouls never hit the ground! This is a map where it pays to avoid possessing an enemy until close by the F.E.A.R. squad so as to avoid being limited by the human form's flawed mobility. Stay high on the map and use the enemy A.I. to distract the F.E.A.R. members. Look for opening then leap down, take possession of an enemy, and go in for the corruption.

ROUND 1: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Armed Cultist

ROUND 2: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier

ROUND 3: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier

ROUND 4: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Unarmed Cultist
Armed Cultist
Heavy Soldier
Heavy Shotgun Soldier
Sniper

ROUND 5: ENEMY ENCOUNTERS

Enemy Type
Armacham Grunt
Light Shotgun Soldier
Unarmed Cultist
Armed Cultist
Heavy Soldier
Phase Commander

ACHIEVEMENTS & TROPHIES

THERE ARE A TOTAL OF 50 ACHIEVEMENTS (STEAM AND XBOX 360) AND TROPHIES (PS3) TO BE EARNED IN *F.E.A.R. 3*. THIS CHAPTER GIVES YOU ALL THE TIPS YOU NEED TO UNLOCK EVERY LAST ONE OF THEM.

CAMPAIGN-SPECIFIC

The campaign contains eight intervals, each of which has a completion bonus and a scoring bonus. Each interval must be completed first with Point Man before it can be played as Fettel. You may find it easier to complete several of the scoring challenges while playing as Fettel so give him a try if you struggle to earn the necessary score with Point Man. These bonuses are detailed in the following table.

Several of the intervals also have a unique Achievement/Trophy that awards the player for extra-curricular greatness. Continue reading for tips on unlocking those too!

INTERVAL COMPLETION AND SCORING

Icon	Interval	Name	Description	Steam/X360 GP	PS3 Trophy
	1: Prison	Prison Impossible	Complete Interval 01.	10	Bronze
	1: Prison	Up the River	Attain a total of 95,000 points on Interval 01.	15	Silver
	2: Slums	Get to the Chopper	Complete Interval 02.	10	Bronze
	2: Slums	Magna Slum Laude	Attain a total of 85,000 points on Interval 02.	15	Silver
	3: Store	Pain, In Bulk	Complete Interval 03.	15	Bronze
	3: Store	Cannibal Run	Attain a total of 95,000 points on Interval 03.	15	Silver
	4: Suburbia	Town Hall Beating	Complete Interval 04.	15	Bronze
	4: Suburbia	House Arrest	Attain a total of 105,000 points on Interval 04.	15	Silver
	5: Tower	Through the Haystack	Complete Interval 05.	20	Bronze
	5: Tower	Point Taken	Attain a total of 85,000 points on Interval 05.	15	Silver
	6: Bridge	Trouble Crosse	Complete Interval 06.	20	Bronze
	6: Bridge	Crossing Over	Attain a total of 70,000 points on Interval 06.	15	Silver
	7: Port	Terminal Velocity	Complete Interval 07.	25	Bronze
	7: Port	Point Authority	Attain a total of 110,000 points on Interval 07.	15	Silver
	8: Wade	Homecoming King	Complete Interval 08.	25	Bronze
	8: Wade	Dream Score	Attain a total of 50,000 points on Interval 08.	10	Silver
	Completion	Mission... Accomplished	Finish the Campaign on any difficulty (all Intervals complete).	50	Gold
	Completion	Man Mode	Finish the Campaign on Insane difficulty (can use co-op).	100	Gold
	Completion	Extremist!	Complete any campaign level on Insane without reloading checkpoints or going into Last Stand (can use co-op).	20	Bronze

A PRECURSOR — 5 GP — BRONZE

In the Poker Room of Prison, kill all 3 enemies with headshots before slo-mo ends.

Keep your ears open for a conversation between three Armacham Soldiers about "a pair of deuces." They're playing cards behind the door to the infirmary. Slo-Mo will automatically trigger as soon as Point Man opens the door, so have the Strader Mk. VII loaded and ready to fire. Open the door, allow Slo-Mo to initiate and calmly fire a bullet into the head of each of the three enemies.

YO, ADRIAN! — 15 GP — BRONZE

Find something worth punching!

It's time to channel your inner Balboa and hit some meat. Make your way to the frozen meat locker section of Interval 03: Store and melee the hanging sides of beef. This is one of those bonuses that is pretty obvious after the fact, but so easily overlooked given the suffocating feeling of dread that pervades the Store.

STATE-OF-THE-ART, BANG, BANG! — 20 GP — BRONZE

...10

Kill 10 enemies in a row with Sniper Rifle headshots.

This Achievement/Trophy can be unlocked during any mode, but it's arguably easiest to do during Interval 02: Slums where there's plenty of ammo for the Schuller LDR50 sniper rifle and you have access to Point Man's slo-mo ability. Finding the opportunity to use nothing but the sniper rifle for ten solid enemy encounters can still be tricky. Increase your chances by returning to this interval after unlocking several of the ammo clip and slo-mo meter perks. Set the difficulty to Recruit if you have trouble on Command or the higher settings.

RANK AND CHALLENGE

This collection of bonuses awards players who make the most of the game's Challenge system to earn high scores and achieve the highest rank. Challenges can be completed only during the campaign, but your Rank is based on a total score aggregate of all playthroughs of campaign intervals and multiplayer matches. There are 21 Ranks to strive for.

RANK PROGRESS

Icon	Name	Description	X360 GP	PS3 Trophy
	Almost Halfway	Attain Rank 10.	10	Bronze
	You've Got the Touch!	Attain Rank 21	25	Silver

DOLL COLLECTOR — 20 GP — BRONZE

Find the Alma Doll on every interval.

Unlike the bodies available for Psychic Links, the collectible Alma Dolls are far less obvious. The Alma Doll is always in the same location at Interval 01: Prison, but there are five possible Alma Doll locations in each of the other Intervals. Follow along with the walkthrough portion of this book to find each of the Alma Dolls. There are eight total, one on each level. Remember that Alma Dolls are often off the main path and well-hidden.

SPIRITUALLY ATTUNED — 20 GP — BRONZE

Make 100 Psychic Links (Share or Steal).

There are 15 Psychic Links available on each Interval so even players who miss two or three per Interval can still unlock this bonus in a single play-through of Campaign. That said, with the potential to replay Intervals as Fettel (or as Point Man on a higher difficulty setting), there is ample opportunity to find the 100 needed for this bonus even if you don't look too hard.

Remember that there are 20 possible Psychic Link locations in each Interval so the corpses may not always appear where you expect them.

500 SUPREME CHALLENGER — 25 GP — BRONZE

Complete 500 total challenges between all categories.

500 may sound like a big number, but you should expect to complete nearly 200 of them locating the Psychic Links while playing through the Campaign once with each brother. That only leaves another 300 to complete. This bonus counts the total number of Challenges you complete, including duplicates. You're likely to complete many of the same Challenges each and every time you play a new Interval—Covert Op, Gatherer, and Junk Collector among many others—which also helps considerably. There's no denying that this Achievement/Trophy will take some time, but it's entirely possible to unlock during one trip through the Campaign with each brother. And if not, just play your favorite Intervals until you do.

30 SCORE MONGER — 30 GP — BRONZE

Complete 30 challenges in one interval.

This task is best attempted using Fettel on one of the lengthier Intervals such as Suburbs or Tower. This gives you plenty of time to complete Fettel's unique Challenges, and also the opportunity to take possession of enemies and complete the weapons-based Challenges as well. Forget about the target time when going for this Achievement/Trophy. Be extra careful, aim for headshots and take full advantage of explosive barrels and fire extinguishers. Make full use of Active Cover and collect as many pick-ups as possible. Note that Psychic Links only count as one Challenge no matter how many you find. Monitor your Challenge progress carefully and swap weapons as soon as you complete one of the weapons challenges. Consult the scoring strategies for each Interval throughout the walkthrough for additional tips.

1x COMPLETIONIST — 50 GP — BRONZE

Complete every challenge at least once.

This is likely to be one of the most difficult bonuses to unlock thanks to Godlike and the Challenges that can be earned only during Interval 08: Wade. There are also several Challenges that can be earned only while playing cooperatively with another human player. Consult the Challenge progress screen on the Scoring menu to monitor the entire list and see which ones you've yet to complete. Consult the scoring strategies and lists of recommended Challenges throughout the walkthrough portions of this guide to see where best to focus your efforts in unlocking the ones you've yet to earn. Good luck!

250K THAT'S A LOT OF ZEROES! — 50 GP — BRONZE

Attain a total of 250,000 points through all challenges.

This Achievement/Trophy isn't as tough as it sounds. The total Challenge score will always be less than your total Campaign score because it omits things like Time and Clean Run Bonuses, but the sum of all of your Challenges can add up pretty quickly. In fact, you'll likely unlock this bonus well before completing the Campaign on your initial play-through, as it's not uncommon to score at least 50,000 points in Challenges alone per Interval.

BROTHER-SPECIFIC

There is a small collection of Achievements/Trophies that must be completed by a specific brother (solo or co-operatively). These challenges reward you for making the most of each brother's special psycho-abilities. Two of the bonuses must be earned while playing cooperatively, both as Fettel and Point Man.

THE BROTHERS TOGETHER

Icon	Name	Description	X360 GP	PS3 Trophy
	Little Brother's Helper	As Point Man, kill 100 enemies suspended by Fettel.	15	Bronze
	Big Brother's Helper	As Fettel, suspend 100 enemies that Point Man kills.	15	Bronze

GOD AMONG MEN — 25 GP — SILVER

Kill 250 total enemies during Slo-Mo.

Get in the habit of using slo-mo early and often, as it makes it much easier for Point Man to survive shootouts when he's outnumbered. Aim to earn the "Supersonic!" and "Hypersonic!!" challenges in every interval (when possible) and you shouldn't have any trouble unlocking this bonus by the end of your first trip through all eight intervals as Point Man.

FOOTY FOUL! — 10 GP — BRONZE

Kill 2 enemies with 1 Slide Kick during Slo-Mo.

There are countless opportunities to perform this slow motion penalty kick. Narrow corridors with multiple Armacham Soldiers provide the best opportunity. Look for chokepoints where two or more enemies are running towards Point Man's position. Quickly sprint towards them, activate slo-mo and perform the Slide Kick. One of the earliest spots to unlock this bonus is in the Prison's mess hall or during the trip across the upper walkways in Cellblock Charlie. There are ample opportunities during Interval 03: Store as well.

INSIDER TRADING — 15 GP — BRONZE

Possess every type of possessable enemy!

Fettel can possess every type of enemy in the game except Scavengers and the Creep. He's also unable to possess pilots inside helicopters or Power Armor (or turrets). Play through the Campaign as Fettel and use his possession ability to take control of each of the following enemies: Armacham Basic Soldier, Light Shotgun Soldier, Heavy Soldier, Armacham Hazmat Soldier, Heavy Shotgun Soldier, Rocket Soldier, Sniper, Cultist, Suicide Cultist, Knife-Throwing Cultist, Riot Shield Soldier, Phase Caster, and Phase Commander. Consult the list of enemies at the start of each Interval chapter in this guide to know which enemies appear where.

HEAD CRAB REMOVAL — 10 GP — BRONZE

20 kills with a crowbar.

Take possession of a crowbar-wielding Cultist and melee twenty other Cultists with it to unlock this Achievement/Trophy. The best place to do this is on either Interval 03: Store or Interval 04: Suburbs. The key is that you must use the crowbar to make the kills. It's okay to possess another Cultist and then pick up the crowbar from another victim, but kills made with wrenches, pipes, or axes don't count.

GENERAL COMBAT

The following three Achievements/Trophies can be unlocked in any gameplay mode. These force you to make use of advanced techniques that you might otherwise overlook.

ART COLLECTOR — 15 GP — BRONZE

100

Pin 100 total enemies with The Penetrator or Leaper knives.

The key to this Achievement/Trophy is that you must actually pin the enemy to a wall or object, and not just kill him. So while you can use the Penetrator in open areas (such as The Commute scenario in multiplayer), the kills won't count unless the enemy is stuck to the wall. Use the opportunity to take possession of a Knife Throwing Cultist in the Store and look to pin the Cultists against the shelving and walls with the knives. Carry the Penetrator whenever possible and use it in close quarters or when enemies are nearby a wall or other sturdy obstacle.

NO CAN DEFENSE! — 20 GP — BRONZE

100

Kill 100 enemies with Jump Kick or Slide Kick.

Sweep the leg, Johnny! This bonus isn't necessarily a difficult one to complete, but it does require some dedication on your part. There are a number of enemies that attack at close range, in tight spaces. Normally you'd unload on them with the EL-10 CAS shotgun, but don't! These are the perfect targets for melee attacks like the Jump Kick and Slide Kick. Use slo-mo to make it easier to time the attacks and to increase your odds of connecting with the hit. The kills you perform with these techniques in multiplayer mode also count towards your total.

EARL OF PAIN — 10 GP — BRONZE

1K

Kill 1000 enemies by any method in any game mode.

This is another bonus that rewards those who dedicate themselves to playing the game. Playing through the eight intervals as Point Man, and again as Paxton Fettel may well put you over the four-figure milestone. If not, simply play the Prison interval again or head online and challenge yourself against other players or even in the solo practice mode against enemy A.I. until you've slain over a thousand enemies.

MULTIPLAYER

The following table details the Achievements/Trophies exclusive to the multiplayer mode, the majority of which require some cooperation from other human players. Discuss your plans with your friends to earn a specific Achievement/Trophy at the start of the match and work together to share the common goal. Take turns helping one another complete goals like Dead Blind and Soul King if you find it too difficult to earn it naturally.

MULTIPLAYER

Icon	Mode	Name	Description	X360 GP	PS3 Trophy
	All Modes	I'm Not a Doctor, I'm a Medic!	Perform 50 Revives in any game mode (including campaign).	10	Bronze
	Contractions	Dead Blind	Spend an entire round of Contractions in the deep fog without going into Last Stand.	10	Bronze
	Contractions	I F.E.A.R. Nothing!	Finish a wave of Contractions on Insanity without anyone entering Last Stand.	15	Bronze
	Contractions	We'll Try Again Tomorrow	Survive 3 rounds in Contractions in a row without anyone bringing back a crate.	15	Bronze
	Contractions	Hanging 20	Complete wave 20 in Contractions.	20	Bronze
	Contractions	Handle With Care	Return 30 crates in one game of Contractions.	20	Bronze
	Soul King	Indecisive	Possess 10 different enemies in one round of Soul King.	10	Bronze
	Soul King	Unstoppable!	Win all 5 rounds of a 5-round Soul King match.	15	Bronze
	Soul King	Soul Gatherer	Attain a total of 6,000 Souls in one round of Soul King.	15	Bronze
	Soul King	Soul Hoarder	Attain a total of 25,000 Souls across all rounds of a Soul King match.	20	Bronze
	Soul King	Monarch	Win 20 rounds of Soul King.	20	Bronze

F.E.A.R. 3

OFFICIAL STRATEGY GUIDE

By Doug Walsh

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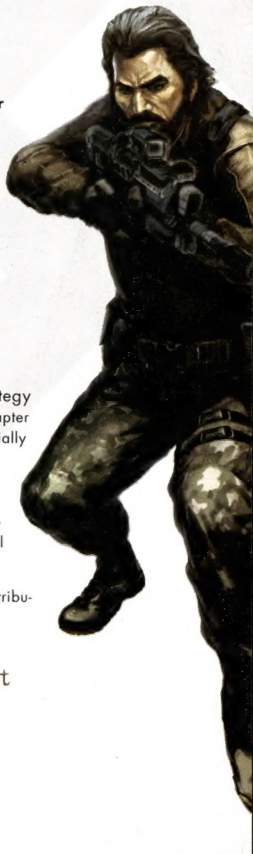

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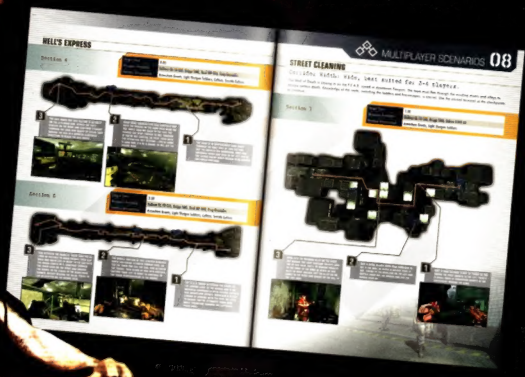

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